

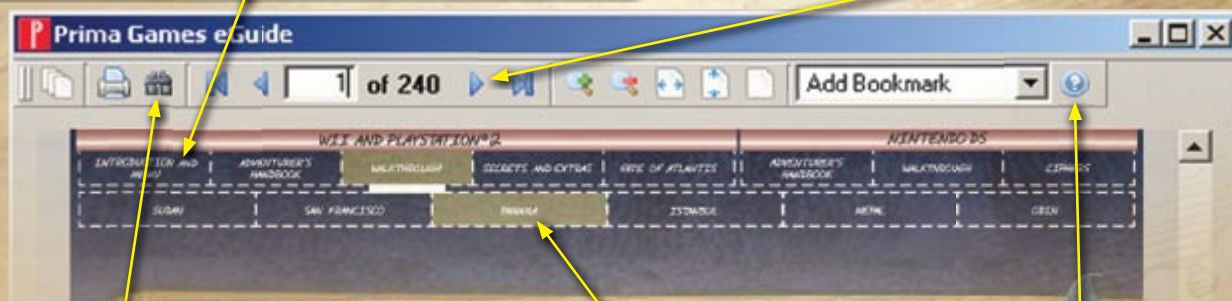
INDIANA JONES® and the STAFF OF KINGS™

INTRODUCTION

Thank you for purchasing Prima's Official eGuide to *Indiana Jones® and the Staff of Kings™* for the Nintendo Wii™, PlayStation®2, and Nintendo DS™ game systems! Consider this book to be a "holy grail" of wisdom and advice, meticulously crafted to include all the tips and info you need to keep Indy on the straight and narrow as he swings his way through an exciting new adventure. This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for *Indiana Jones® and the Staff of Kings™* at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the "page forward" and "return to beginning" icons to navigate through the eGuide.



Enter keywords to find a specific word or phrase.

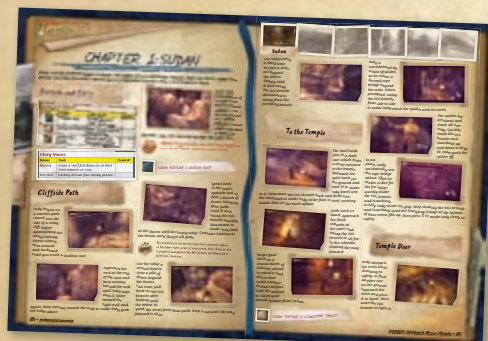
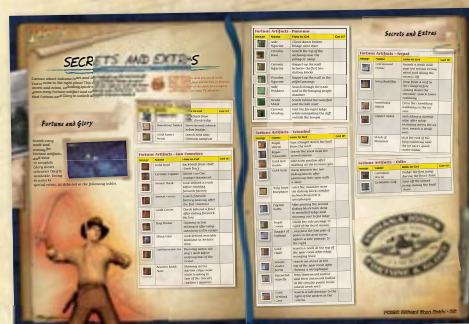
Within each eGuide section, all sub-sections are displayed for easy navigation.

For any other questions about your eGuide, check out the help button.

Wii & PS2 Section

Chapter 2: Adventurer's Handbook

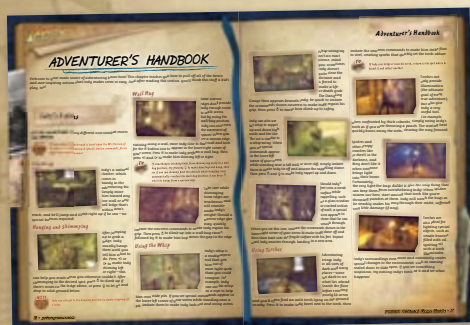
Flip to the next chapter to learn how to survive and thrive in Dr. Jones's world of high-stakes adventuring. All of Indy's most spectacular moves and actions are covered here, so it's worth giving this section a thorough read before diving into the action.



Chapter 3: Walkthrough

Our dedicated walkthrough provides a guided tour of every steamy jungle and trap-filled temple Indy explores during his latest adventure on the Wii and PS2. Follow along carefully to ensure you never become stuck or lost, or miss out on claiming any of that all-important Fortune and Glory.

Introduction



Chapter 4: Secrets and Extras

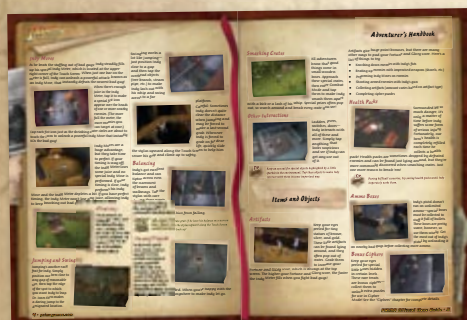
Ready to discover what all that Fortune and Glory have earned you? Then flip to this portion of the guide for the full scoop! From quick-reference tables to handy strategies for extra game modes, all of the game's best-kept secrets are exposed right here.

Chapter 5: The Fate of Atlantis

As if covering three different versions of *Indiana Jones and the Staff of Kings* isn't enough, this guide also provides a thorough step-by-step walkthrough for *Indiana Jones® and the Fate of Atlantis™*—a classic PC game that you can unlock on the Wii. As it turns out, adventure games were a heck of a lot harder back in the early 90s... Trust us when we say you'll be glad you've got a guide with you!



The walkthrough has been written specifically for the Wii, but its countless tips, puzzle solutions, and strategies are also completely viable for the PS2 version of the game.



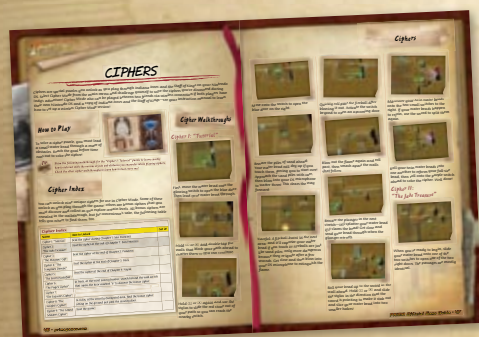
Nintendo DS Section

Chapter 2: Adventurer's Handbook

Skim the next few pages to learn all of Indy's most spectacular moves and actions. Whip-swinging with a stylus has never been easier, but it's still worth giving this section a quick once-over before diving into the game.

Chapter 3: Walkthrough

Our step-by-step walkthrough gives you a guided tour of every steamy jungle and trap-filled temple Indy explores during his all-new adventure on the Nintendo DS. This ensures you'll never become stuck or miss out on any of that all-important Fortune and Glory!



Chapter 4: Ciphers

Indy must solve several intricate cipher puzzles as he probes into his former professor's sudden disappearance—and each time Indy finds a cipher, the little puzzle becomes unlocked for use in Cipher Mode! Turn to the "Ciphers" chapter of the guide to learn all about these intricate little ciphers, where to find them all, and how to beat each one.

INDIANA JONES

and the
STAFF OF KINGS

Characters

Indiana Jones

What fun would an Indiana Jones adventure be if it didn't star the eminent archeologist himself? Indy really has his work cut out for him this time around as he delves into the mysterious disappearance of his former professor and close friend, Charles Kingston. The journey is fraught with danger and leads Indy to some truly spectacular places—and, eventually, to the truth itself.



Introduction



Magnus Völler

Another of Professor Kingston's promising students, Magnus Völler is a proud German who dreams of one day seeing his beloved country rise to ultimate power. Magnus studied under Professor Kingston alongside Indy, but the two were always fierce rivals. Sadly, Völler attempted to steal a priceless artifact from Kingston during an expedition to Panama—an act that brought their relationship to an abrupt end. Little has been heard from Völler since then, but after learning of Professor Kingston's sudden absence, Indy smells a familiar rat.



Maggie O'Malley

An attractive young reporter with a penchant for adventure, Maggie O'Malley crosses paths with Indy when his investigation steers him toward the muggy jungles of South America. Miss O'Malley is on a tight deadline, but she reluctantly agrees to share a tour boat with Indy—not realizing that she'll soon end up sharing an unforgettable journey as well!

INDIANA JONES and the STAFF OF KINGS

ADVENTURER'S HANDBOOK

Welcome to your main source of adventuring know-how! This chapter teaches you how to pull off all of the heroic and awe-inspiring actions that Indy makes seem so easy. And after reading this section, you'll think this stuff is kid's play, too!

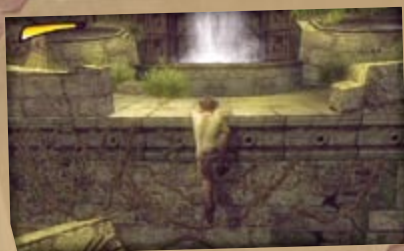
Indy's Actions

Let's first review Indy's many different non-combat moves and abilities.



Please note this walkthrough is based upon the Wii Version of the game. For PlayStation 2-specific button commands, please refer to your game manual.

Climbing



Indy's a natural climber, which comes in handy in the adventuring biz. Simply move him toward any low wall or any tall ledge that's within arm's

reach, and he'll jump and climb right up if he can—no special buttons required!

Hanging and Shimmying



After jumping up to grab a ledge, Indy usually hangs there until you tell him what to do. Press ◀ or ▶ to make Indy shimmy left or right—this

can help you reach areas you otherwise couldn't. After shimmying to the desired spot, press ⬆ to climb up if there's room on the ledge above, or press ⬇ to let go and drop to solid ground below.



Indy can also get to the hanging position by slowly stepping off a ledge.

Wall Hug



Some narrow edges don't provide Indy enough room to walk across. But by using the wall-hug position, Indy can cross even the narrowest of spaces! When you see a narrow edge

running along a wall, move Indy close to that wall and look for the ⓐ button icon to appear in the lower-right corner of your screen. Press ⓐ to make Indy perform a wall hug, then press ◀ and ▶ to make him shimmy left or right.



If something is blocking Indy from shimmying along in a wall hug position, try pressing ⬇ to make him drop and hang, then see if you can shimmy past the obstacle while hanging. Indy automatically reenters the wall-hug position if you press ⬆ while he hangs from a narrow edge.



Take care while shimmying: Some edges are treacherous and will crumble under Indy's weight! Should a narrow edge give way, quickly

imitate the onscreen commands to make Indy regain his grip. Then press ⬆ to climb up into a wall-hug stance, followed by ⓐ to make him hop across the gap in the edge.

Using the Whip



Indy's whip is a multipurpose tool that gets him out of more tight spots than you could imagine. For example, Indy can use his whip as a rope to help

him cross wide pits. If you see special commands appear in the lower-left corner of your screen while standing near a pit, imitate them to make Indy lash out and swing across.

Adventurer's Handbook



Whip-swinging isn't an exact science, mind you; sometimes Indy doesn't quite clear the distance and is forced to make a life-or-death grab. The Dangling

Gauge then appears beneath Indy; be quick to imitate the commands shown onscreen to make Indy regain his grip, then press **○** to make him climb up to safety.

Indy can also use his whip to rappel up and down high walls and the like. The act is similar to a whip-swing: When you see special commands appear in the lower-left corner of your screen while standing near a tall wall or sheer cliff, simply imitate them to make Indy tie off and assume the rappelling stance. Then press **○** and **□** to make Indy rappel up and down.



Should Indy's feet cross a weak surface while rappelling, such as a glass window or cracked section of wall, a special icon appears to show that he can smash through.

When you see this icon, imitate the commands shown in the lower-right corner of your screen to make Indy shove off and then slam back into the fragile surface with his feet. Repeat until Indy smashes through, landing in a new area.

Using Torches



Adventuring brings Indy to all sorts of dark and scary places—some too dark to see what lies ahead. Search the floor before entering poorly lit areas

and you'll often find an unlit torch lying on the ground nearby. Press **○** to make Indy kneel next to the torch, then

imitate the onscreen commands to make him strike flint to steel, creating sparks that quickly set the torch ablaze.



If Indy ever drops or loses his torch, return to the spot where he found it and collect another.



Torches not only provide illumination (the ultimate goal of every true adventure), but also give Indy a very useful tool. For example,

when confronted by thick cobwebs, simply swing Indy's torch as if you were throwing a punch. The searing heat quickly burns away the webs, clearing the way forward.

Spiders and other creepy-crawlers like to dwell in the darkness, and they don't like it when someone brings light into their home. Fortunately,

the very light the bugs dislike is also the only thing that can keep them from overwhelming Indy! When spiders swarm our hero, start waving that torch like you're throwing punches at them. Indy will scorch the bugs as he steadily makes his way through their midst, suffering very little damage (if any).



Torches are also ideal for lighting special objects, such as ornate braziers filled with oil. Igniting oil with a torch illuminates

Indy's surroundings even more and commonly creates special changes to the environment, such as causing sealed doors to slide open. If you see something suspicious, try waving Indy's torch at it and see what happens!

INDIANA JONES and the STAFF OF KINGES



Shoving Objects

Some objects must be pushed and pulled to help Indy advance. For example, Indy must often move

statues onto pressure plates to trigger helpful changes in the environment. To shove something, first stand near the object, then press and hold **Ⓐ** to make Indy grab it. Now you can slide the object along the floor as you please.

Other Interactions

Indy can perform a variety of other special actions based on his current situation.

A few examples include pulling levers, pressing switches, and shouldering open stuck doors. The button commands for these special actions vary, but they're always shown at the lower-right corner of your screen whenever Indy stands near something special he can interact with. If you're stuck and can't figure out how to proceed, have a look around the environment and see if anything pops up in the lower-right corner.



Fighting

The humble adventurer's world is filled with danger. Fortunately, our hero is no stranger to the fine art of self-defense! In fact, with a bit of practice, you'll soon learn that Indy is a one-man wrecking machine. Let's brush up on Indy's fighting skills so you'll know what to use, and when.

Punches



Indy can throw three different types of punches—jabs, hooks, and uppercuts. Each blow is more powerful than the last, but also slower,

and therefore easier for enemies to avoid or counter. The following table breaks it all down.



TIP

When throwing punches, think of the Wii Remote as Indy's right hand, and the Nunchuck as his left. Don't just punch with one hand; alternate between throwing lefts and rights, keeping your rhythm to make Indy punch with great speed and furious abandon. You'll be knocking out bad guys in seconds flat!

Indy's Fisticuffs

Type	How to Perform	Notes
Jab	Quickly move the Wii Remote or Nunchuck straight at the screen	Extremely fast, but little damage
Hook	Quickly move the Wii Remote right to left, or the Nunchuck from left to right	A fast blow that deals moderate damage
Uppercut	Quickly move the Wii Remote or Nunchuck upward	A slower punch that really hurts when it lands

Grappling



When enemies start blocking your punches, press **Ⓐ** to make Indy grab them by the collar, assuming a grappling position. Now you can throw

punches at them in close quarters, where they have no chance to block! Some people call this "dirty boxing," but that doesn't make it any less effective.



NOTE

Enemies commonly drop their weapons once Indy grapples them. Keep this in mind when facing armed foes!



Indy can also shove enemies after grappling them, tossing them backward and onto their rumps. To shove a grappled foe, simply move the Wii Remote

and Nunchuck toward the screen like you were actually shoving someone. Shoving enemies into their comrades stuns them all, clearing paths out of danger. Also, try shoving enemies off cliffs for instant kills!

Adventurer's Handbook



The best grappling technique involves slamming enemies into unyielding objects, such as walls and tables. Lead a

grappled foe over to such an object and press **A** when the button icon appears in the lower-right corner of your screen to slam the lackey, dealing loads of damage. Slamming foes into objects is often preferred over shoving them and dirty boxing, because it deals the most damage in the least amount of time.

TIP

Indy can slam enemies into all sorts of things, so experiment and see how much chaos you can create. Smashing enemies into certain objects may cause the objects to shatter, scoring you additional weapons!

Dodging and Counters

When pitted against an over-aggressive adversary, counter-punching can be a great way to turn the tables and beat them back. Press **A**



and **B** at the same time to make Indy duck and avoid practically any punch or attack thrown his way. If the enemy is near enough, Indy will counter with a big uppercut that spins the enemy around, stunning him and dealing big damage.

CAUTION

Some enemies are too big and mean to be grappled or punched until they've been stunned. Dodge and counter these big bruisers' attacks, then be quick to follow up with punches or a grapple move! If a bruiser seems too timid, just throw a punch to entice him into attacking.

Whip Attacks



When he's not using his whip to swing across gaps or rappel up sheer heights, Indy enjoys putting it to good use against those who would do

him harm. Simply wave the Wii Remote while pressing **B** to make Indy lash out and ensnare his foe from a distance. If the enemy carries a weapon, Indy will whip the object from his hands instead of ensnaring him.

CAUTION

Enemies with weapons are especially dangerous, so be quick to disarm them. A punch to the face is never pleasant, but it's a lot less painful than a shovel!



If Indy lashes out at an unarmed enemy, he uses his whip to ensnare the foe from a distance. Quickly pull back on the Wii Remote

afterward to yank the enemy toward Indy, at which point they become vulnerable to all sorts of nasty attacks. The manner in which you wave the Wii Remote while pressing **B** determines how Indy will tie up his adversary, as detailed in the following table.

Indy's Whip Attacks

Ensnare Location	Commands	Post-yank Attack
Enemy's Neck	Wave the Wii Remote upward while pressing B	Knee to the face. Ouch!
Enemy's Torso	Wave the Wii Remote from right to left while pressing B	Headbutt. That's gotta hurt!
Enemy's Feet	Wave the Wii Remote downward while pressing B	Mounted punches (wave Wii Remote and Nunchuck to strike)



INDIANA JONES and the STAFF OF KINGES



All of Indy's whip-based attacks are powerful, but whipping enemies on the neck or torso is best, because Indy gets to deliver a fast

headbutt or a knee to the goon's face, dealing lots of damage in a single blow. Mounting an enemy and then punching their face is good fun, but it takes a lot longer and Indy is exposed to other enemies' attacks while letting his fists fly.



TIP If an enemy seems to shrug off your grapple attempts, try using Indy's whip to ensnare them, pull them close, and punish them that way instead.

Using Hot Sets™



When fighting foes with Indy's fists, keep an eye out for special Hot Set icons that hover near certain objects in the environment. These indicate

places where Indy can use his whip to make something happen that usually spells disaster for nearby foes. (For example, yanking a bookshelf down to crush the unwary.) Whenever you see a Hot Set icon, imitate the commands shown onscreen to make Indy activate it. Timing is important, however, because many Hot Sets can only be used once during each combat scenario (though a few Hot Sets can be used multiple times).

Weapons



environment that has a special hand icon hovering above it can be picked up and wielded against the bad guys—just stand near the weapon and press **A** to pick it up, then wave the Wii Remote to start swinging. Some weapons are better than others, some break after only a few uses, but practically anything beats having to skin Indy's knuckles all the time.

Indy must often battle large groups of enemies, and using improvised weapons is a great way to even the odds. Anything you see in the



TIP Whip or grapple enemies to make them drop their weapons, then turn those tools of mayhem against them!



One major advantage of using weapons is the fact that enemies cannot block weapon-based attacks. This makes weapons extremely effective against

big bruisers who can easily block Indy's punches and grapple moves. Stunning a bruiser with a counter works fine, but cracking them with a wrench is a lot easier!



Indy can also throw weapons at enemies to damage them from afar. If Indy's holding a weapon, simply swing the Wii Remote forward

while pressing **A** to make him toss it at the nearest foe. If the weapon is on the ground, have Indy approach it as normal, but wave the Wii Remote while pressing **A** to pick it up. This causes Indy to hurl the weapon at the nearest baddie the moment he grabs it.



NOTE Weapons that feature an upward arrow icon instead of a hand icon are special weapons that Indy automatically throws at the nearest enemy when you press **A**. These powerful weapons often knock out enemies in one shot!

Gunplay



Indy's fists and improvised weapons won't get him out of every scrape; sometimes he must rely on his trusty old pistol. Whenever Indy encounters

villains armed with firearms, he automatically ducks for cover and draws his gun to take 'em on.

Adventurer's Handbook

Fortune and Glory

By now you might be asking yourself: Why in the world would I ever want to get involved in all this crazy adventuring stuff anyway? It's dangerous, sure, but the rewards are well worth it. And what are those rewards? Why, Fortune and Glory, of course!


Every unique locale that Indy visits during his quest to track down Professor Kingston is filled with hidden Fortune artifacts. Search high and low

for these special glowing fedoras, and grab every one you see. Collecting Fortunes unlocks special concept art at the main menu; check the "Secrets and Extras" chapter of this guide for all the details!

Then there are Glory moves—special challenges you can accomplish as you play through the main adventure. Most Glory moves are quite



demanding, but satisfying them is well worth the effort: The more Glory moves you complete, the more extra game modes you unlock at the main menu! Flip to the "Secrets and Extras" chapter for more information on these topics.

NOTE

Your Fortune-collecting progress is tracked in Indy's Journal, as is your progress at completing Glory moves. You can view the Journal from the main menu, or by pressing  at any time during gameplay.





Point the Wii Remote at your screen after Indy takes cover and notice that a targeting crosshair moves wherever you point. The crosshair



remains gray while Indy is hidden but turns red when you press  to make Indy stand up and aim. While Indy is standing, point the crosshair at enemies and objects of interest in the environment (dynamite-filled barrels and such), and watch the crosshair turn green, indicating that you're aiming at something worth shooting. When the crosshair turns green, press  to fire!

TIP

Don't just blast away at enemies; shoot objects that cause your crosshair to turn green, too. This often causes explosions and other beneficial effects that quickly wipe out entrenched foes.



Sometimes Indy will sidle up to a wall rather than ducking. In these circumstances, you must press  or  to make Indy pop out and

take aim. If Indy is crouched near a low wall or row of crates, pressing  and  makes him creep along, potentially helping him line up additional enemies. If you ever run out of bullets (and you will!), simply point the Wii Remote away from the screen and give it a shake to reload.






INDIANA JONES and the STAFF OF KINGES

CHAPTER 1: SUDAN

Indy's exciting adventure begins in Sudan, just outside an ancient temple. Indy has been sent here to recover some ancient relics from the area's Nubian pyramids before the Germans can get their hands on them!

Fortune and Glory

Fortune Artifacts

Image	Name	How to Get	Got It?
	Nubian Bust	Backtrack from start; climb ledge	
	Limestone Tablet	Burn second cobweb before bridge	
	Gold Ram's Head	Search tent near German campsite	

Glory Moves

Name	Task	Cleared?
Shelved	Make a shelf fall down on at least three enemies at once	
Hot Shot	Destroy at least four enemy planes	

Cliffside Path

Indy begins on a narrow path carved into the side of a rocky cliff. Before approaching the nasty-looking thorns ahead, turn around and backtrack until you reach a shallow cave.



Approach the rock at the end of the cave and keep moving toward the rock until Indy hops onto it. Move toward the right wall and,

again, keep moving toward the wall to make Indy grab the ledge above.



Score! Indy finds the first of Sudan's three hidden Fortune artifacts atop the ledge. Move into contact with the Fortune artifact to collect it, then drop

from the ledge and retrace your steps out of the cave.




NOTE Collecting Fortune artifacts unlocks special extras in the main menu. See the "Secrets" chapter for complete details.



SUDAN FORTUNE 1: NUBIAN BUST



Sprint back to the trail's opposite end to find a bunch of thorns blocking your path. Hold  and swing the Wii Remote sharply downward to make Indy lash

at the thorns with his trusty whip. Continue lashing at the thorns until they're all gone.



TIP Pay attention to the motion icons that commonly appear in the lower-right corner of your screen; they show you how to properly manipulate the Wii Remote and Nunchuk in different situations.

Use the whip a second time to clear a pile of debris beyond the thorns. This time, pull back on the Wii Remote after lashing onto the debris to yank the items from your path. Keep it up until the way forward is clear.





Sudan

Use Indy's whip a third time to cross a wide pit beyond the debris: Simply hold **□** and swing the Wii Remote downward to swing from the overhead branch.



Indy is overwhelmed by a host of spiders as he crosses a decrepit rope bridge beyond the webs. When prompted, swing the Wii Remote from side to side to make Indy scorch the spiders with his torch.



To the Temple



The trail leads you to a dark cave which hides a secret entrance to the temple. Approach the unlit torch on the ground and press **△** to make Indy kneel next

to it. Now move the Wii Remote back and forth over the Nunchuk to make Indy strike flint to steel, creating sparks that set the torch ablaze.



With torch in hand, approach the thick cobwebs at the cave's end. Swing the Wii Remote to set fire to the cobwebs, clearing the way forward.

Swipe your torch at a second batch of cobwebs ahead to reveal a tiny alcove that holds another Fortune artifact. Nab the artifact to claim your second Fortune from Sudan.



In his panic, Indy accidentally sets the rope bridge ablaze. After he makes a dive for the far ledge, quickly shake the Wii Remote and Nunchuck to help Indy secure his grip. Keep shaking the Wii Remote and Nunchuck until the Dangling Gauge at the bottom of your screen fills up, then press **○** to make Indy climb to safety.



The spiders are persistent and climb all over Indy. Quickly shake the Wii Remote and Nunchuck up and down to help Dr. Jones push the spiders off.

Temple Door

Indy dropped his torch while climbing to safety, so find another one on the ground. Approach the torch and press **△** to kneel, then wave the Wii Remote to light it.



SUDAN FORTUNE 2: LIMESTONE TABLET

INDIANA JONES and the STAFF OF KINGS



Now approach one of the two oil-filled braziers at either side of the giant stone door ahead. Swing the Wii Remote to light each brazier with your torch.

When both braziers are lit, the temple door will unlock and slide open.

Temple Interior

Sprint down the temple stairs until your path is blocked by a ram statue. Press and hold **A** to drop the torch and grab the statue, then press **B** to shove the statue forward. Keep shoving the statue until it tumbles into the pit ahead.



After shoving the statue into the pit, turn left to see a narrow ledge running along the wall. Approach the wall and press **A** to make Indy perform a wall hug, then press **B** to shimmy sideways, crossing the pit.



Crossing the next pit is a little easier: Simply hold **B** and swing the Wii Remote downward to extend Indy's whip and swing across.



A golden idol sits in the middle of the next chamber, but it's surrounded by searing flame. Move Indy toward the pedestal ahead until he climbs

onto it, then use his trusty whip to snatch the idol from the blaze.

Circle around the central fire and run into the corridor beyond. The massive statues that line the hall begin to collapse; quickly shake the Wii Remote and



Nunchuck up and down to help Indy sprint to safety.

Old Acquaintances



As he leaves the temple, Indy has an unfortunate run-in with an old colleague—an archeologist by the name of Magnus Völler. Quick thinking helps Dr. Jones

escape the confrontation with his life, but the idol he worked so hard to recover is lost. Who knew archeology could be such a rough business?





Sudan



German Camp



Indy has fled the temple but must now fight his way through the surrounding German encampment. Follow the tutorial lessons to learn how

to throw jabs, hooks, and uppercuts against the first German soldier you encounter. Then put the lessons you've learned to use against the second soldier that advances, throwing fists until you knock him out cold.

Turn left at the fork and explore some tents to discover Sudan's third and final Fortune artifact. Be ready to beat up another German soldier who sneaks up behind you!



in foes with the whip, and you even learn the basics of grappling. These Germans are such great teachers!



Keep moving through the German camp, learning from even more tutorial lessons. You're shown how to dodge attacks, disarm enemies, pull

After learning his final lesson about grappling, Indy emerges in an open area, surrounded by German goons. You've just learned all sorts

of nasty moves, so feel free to experiment and try them out. Dodge enemy attacks, lash and batter foes with Indy's whip and fists, and use environmental weapons to your advantage. Keep moving and don't let the Germans surround you, or you'll become an easy target.



TIP To simplify this fight, stand close to walls or tables, then grapple enemies with **[Z]** and press **[A]** to slam them into these objects. Remember: Always use the environment to your advantage!

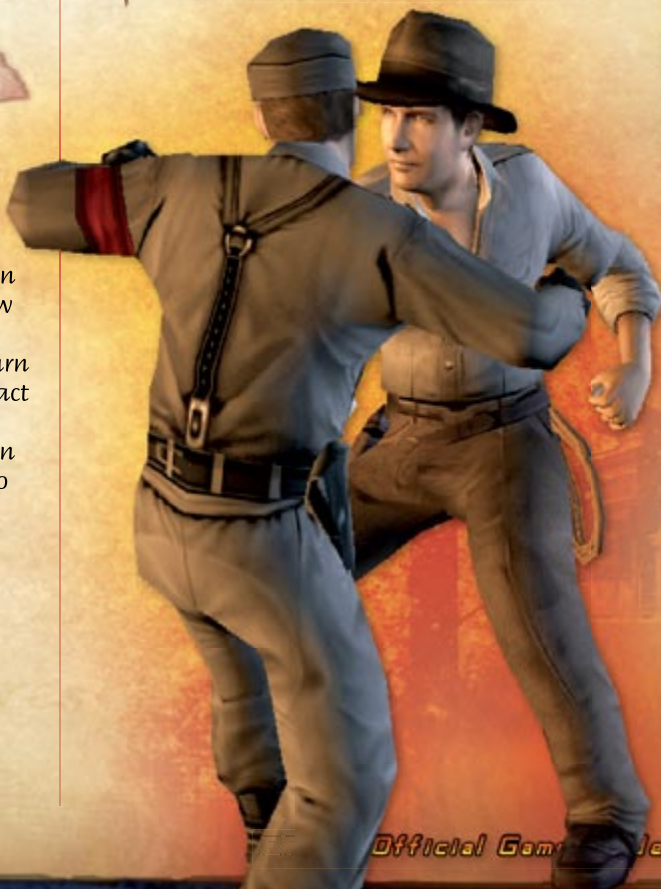


SUDAN FORTUNE 3: GOLD RAM'S HEAD



Return to the fork and go right to encounter more German troops. Follow the tutorial lessons to learn how to interact with the Hot

Set environment and cause a shack to collapse atop an enemy. Continue following the lessons to learn how to pick up, swing, and hurl weapons.



INDIANA JONES and the STAFF OF KING

Glory Move: Shelved

If glory's your game, try using Indy's whip to knock over the tall wooden shelves in the area, using them to squash the swarming Germans. Crush three Germans with a single bookshelf to complete one of Sudan's two Glory moves!



Completing Glory moves on the Wii unlocks special extras at the main menu. Glory moves are not available on the PS2. See the "Secrets" chapter for complete details.

Airplane Escape



The situation's getting dicey and, to make his escape, Indy is forced to pilot an airplane through a dangerous rocky chasm. German fighters zip all

about, intent on gunning you down—but the confines of the chasm are the real danger here. One false move and you'll crash and burn, so focus on keeping control of the plane and steering clear of walls.



The plane's machineguns quickly overheat, so don't fire them for too long without giving them a chance to cool. Your targeting reticle is green when the guns are cool and turns red as you shoot them.

Glory Move: Hot Shot

Shoot down four German planes as you soar through the chasm to complete another Glory move here in Sudan. It'll probably take a few tries to get it right, as it helps to know where the German planes emerge. If you miss the first several Germans, simply crash to restart the sequence, and try again.



San Francisco

CHAPTER 2: SAN FRANCISCO

Indy has received a note from his good friend Archie Tan about the disappearance of Professor Charles Kingston and the possible connection to the mysterious Jade Sphere. Concerned and intrigued, Dr. Jones wastes no time heading off to San Francisco to meet with Archie.

Fortune and Glory

Fortune Artifacts

Image	Name	How to Get	Got It?
	Gold Bowl	Backtrack from start; climb fence	
	Ceramic Figures	Search Lao Che Lounge's basement	
	Bronze Flask	Look behind a truck before entering firework factory	
	Bronze Horses	Search firework factory balcony after the first shootout	
	Gold Censer	Check behind a fence after exiting firework factory	
	Dog Statue	Shimmy across billboard after whip-swinging to fire escape	
	Ming Vase	Look behind movable bookcase in Archie's shop	
	Earthenware Jar	Shimmy across old ship's deck before entering Star of the Orient	
	Ancient Bank Note	Shimmy across narrow edges near stairs leading to Star of the Orient's captain's quarters	

Glory Moves

Name	Task	Cleared?
Rain on Me	Pole kick two enemies in the firework factory	
Octopus Wrestler	Dispose of two enemies using the octopuses in the Lao Che Lounge	
Lights Out	Dispose of two enemies using the chandelier in the Secret Store	

Back Alley

Arriving at San Francisco's Chinatown district, Indy watches in shock as Archie's daughter, Suzie, is kidnapped and dragged into a dark alley. Before rushing off to Suzie's rescue, turn around and climb a wooden fence to discover your first Fortune artifact.



SAN FRANCISCO FORTUNE 1: GOLD BOWL

Run down the alley until you're attacked by four thugs. Single out each bad guy, throwing fists to beat them up. Use the broom, trash can lids, and bottles you see on the ground as weapons to even the odds.



Tip Grapple the goons and slam them into walls and barrels for heavy damage.



After beating up the thugs, approach and grab the big green dumpster they moved to block you. Push the dumpster out of your way so you can continue.

INDIANA JONES and the STAFF OF KINGS



Two more goons rush you farther down the alley. Disarm them with Indy's whip before beating them up.



Reaching the end of the alley, Indy sees Suzie being carried into a building—but a big ol' bruiser isn't about to let our hero through.

Bruisers like this guy are tough customers, and they're really good at blocking. Throw a punch or two to make him attack, then quickly dodge to counter with a big uppercut.



If you're having trouble countering the bruiser's attacks, just grab a weapon and knock him senseless!

The goons have locked the door to the building after taking Suzie inside, so you need to find another way in. First, grab a crate that's sitting near a basement window and pull it away from the window.



With the crate out of your way, approach the window and use Indy's whip like a rope to assume a rappelling stance. Imitate the onscreen button commands to smash through the window and enter the building's basement.



Lao Che Lounge

Indy finds himself in the basement of a seedy nightclub. Suzie's nowhere in sight, but don't go rushing up the stairs to find her—there's a better way to go!



Explore the basement to discover another Fortune artifact sitting atop a crate in the back room. Climb onto the crate to grab the goodie.

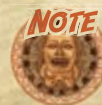


SAN FRANCISCO FORTUNE 2: CERAMIC FIGURES

Look up after snatching the artifact to spy an opening in the ceiling. Indy automatically jumps and climbs up to the club's main floor when you move off the crate.



Indy pops up behind the club's bar without alerting the nearby goons who are busy shooting pool. Time for Indy's fists to rack up a few more KOs!



You would have been ambushed by the thugs had you taken the stairs from the basement. Climbing through the hole gives you the drop on the bad guys instead.



San Francisco



You're up against lots of villains here, so use pool cues and other weapons to even the score. Grappling and slamming enemies into the many

surrounding objects (pool table, bar, gong, fish tanks, etc.) makes this fight a lot easier.

Glory Move: Octopus Wrestler

Smash the fish tanks by punching them, or by grappling enemies and slamming them through. Then toss the tanks' octopus occupants at enemies to defeat them instantly! Dispose of two enemies using octopuses to complete your first Glory move on this level.



Head upstairs after beating the thugs, but look out: A big bruiser awaits you on the second floor. Before you can act, the brute

tosses Indy through a window, landing him in the street outside!



City Streets



The bruiser leaps through the window, eager to finish Indy off. Dodge the brute's attacks to make Indy counter, or simply punish him with weapons.

After besting the bruiser, approach the fence door and imitate the onscreen commands to make Indy muscle his way through.



Indy sees Suzie being carried into yet another building—some sort of firework factory. Before he can follow, a violent explosion sends flames and fireworks

flying out the door. Hope Suzie is all right!



Before rushing into the burning building, turn around and search the street to discover a Fortune artifact hidden behind an old truck. Pocket the

valuable and then hurry into the flaming factory.



SAN FRANCISCO FORTUNE 3: BRONZE FLASK

INDIANA JONES and the STAFF OF KINGES

Firework Factory

A burning support beam falls from the ceiling as Indy enters the flaming firework factory. Be quick to press the correct onscreen button and avoid being crushed.



A gang of goons attacks after you dodge the beam—one of them is a big, bald-headed bruiser. Weapons are scarce here, so make good use of counters and grapple moves to defeat these villains.



Glory Move: Rain on Me

While Indy stands beneath an overhead pipe, press **A** to make him jump up, grab the pipe, and dropkick a nearby foe. This "pole kick" attack defeats enemies instantly, so try nailing the bruiser with one. Pole kick two enemies in this fashion to complete your second Glory move!



After defeating all the thugs, flee through the open door to escape the burning warehouse before the fireworks go off with another big bang!



Indy lands inside another section of the factory, finding himself pinned down by Blind Duck poised atop a tall balcony. Good thing Indy brought his

trusty revolver along! Point the Wii Remote at your screen to take aim with the targeting reticle. When you're ready to fire, press **A** to stand up and then **B** to shoot.



CAUTION Indy's an easy target while standing, so don't press **A** until you're ready to fire.



Notice that the targeting crosshair changes color while you aim the Wii Remote at your screen. The crosshair is gray when Indy's behind

cover, but when you stand up to shoot, the crosshair becomes either red or green. A red crosshair tells you that shooting the object won't do much, while a green crosshair indicates that you're aiming at something worth shooting.

Stay behind cover until you get the timing of when Blind Duck will shoot, then stand up when it's safe and quickly blast the boxes of dynamite near the balcony's support beams. (The boxes are marked with yellow triangle stickers and your crosshair turns green when you stand and target them.)




NOTE Indy's ammo is shown at the upper-right corner of your screen. To reload, point the Wii Remote away from the screen and give it a shake.





San Francisco



There are more dynamite boxes to the left. Press  to make Indy sneak along the crates until you see the boxes, then fire away. Shoot all the dynamite boxes to collapse the balcony, making Blind Duck flee once more.

Heads up: A window shatters when the balcony falls, raining shards of glass down at Indy. Quickly press the onscreen button to dive out of harm's way.



After dodging the glass, locate a chain link gate and imitate the onscreen commands to make Indy shoulder it open.

Climb up some crates beyond the chain link gate to reach an overhead ledge.



Turn right after climbing up the ledge and run along the balcony to discover a Fortune artifact hidden near a stack of burning crates.



Backtrack along the balcony until you come to a wide gap. Use Indy's whip to swing across the gap safely.

After crossing the gap, use the whip a second time to assume a rappelling stance. Climb until Indy's feet are on the window and then smash through into the cool night air.



Alleyway

Indy lands in yet another alley, just in time to witness Suzie being carried up a fire escape. Blind Duck raises the ladder behind him—you'll need to find another way up.



As you sprint down the alley, notice a Fortune artifact glowing behind the fence to your left. Circle around the fence and head through the opening to claim the goodie.



SAN FRANCISCO FORTUNE 5: GOLD CENSER



SAN FRANCISCO FORTUNE 4: BRONZE HORSES

INDIANA JONES and the STAFF OF KINGS



Hop over a low fence in the alley to reach some large crates you can climb.

Climb up the crates to reach the rooftop above.



Vault onto the rooftop's vents, then use Indy's whip to swing across to the neighboring building. Notice the Fortune artifact to your left as you swing.



Indy loses his grip when he grabs the building after swinging; quickly imitate the onscreen commands to help him regain his grip and climb up.



Shimmy to the left and then walk in front of the billboard to snag the Fortune artifact you noticed earlier while swinging.

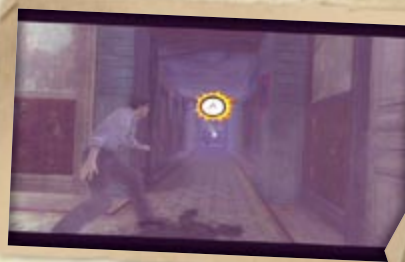


SAN FRANCISCO FORTUNE 6: DOG STATUE



Backtrack and shimmy to the right to locate the fire escape. Hurry up the stairs to rescue Suzie!

Apartment Complex



Look out: Blind Duck opens fire at Indy inside the building's halls. Hurry and press the button shown onscreen to take cover before Indy is blown away.

Blind Duck flees and a couple of armed thugs rush into the hall to stop Indy. Peek out when it's safe to do so and quickly shoot each foe in turn.



Next, run to the metal door at the far end of the hall. Give the door a shove to exit to the building's roof.



San Francisco



Rooftop Shootout



Cross the roof, heading for some orange lights. Drop down to the wide rooftop below.



Indy has finally caught up with Suzie's captor but is almost shot to bits when the man opens fire with two pistols. Indy takes cover behind a low

wall and armed goons rush in to assist their leader.

Shoot the dynamite that one of the thugs foolishly hides behind. That will dispose of him quickly.



You can't shoot the gang leader just yet, so open fire on the hanging lantern above his hiding spot instead to force him to retreat to a different position.



Indy advances after scaring off the gang leader, and another goon opens fire from a high rooftop. Blast the dynamite boxes on the roof to quickly defeat the thug.

Again, you can't hurt the gang leader, so shoot the gray panel of the tall water tower on the right to soak the man and force him out of his second hiding place. It takes a couple shots to get the water flowing.



Shoot the hanging lantern above the leader's third hiding spot to send him running off once more.



The gang leader takes cover right near another water tower (these guys just never learn). Shoot the tower a few times to drench the man and force him to flee yet again.



All right, time to put an end to this. Fire on the boxes of dynamite on either side of the gang leader to knock down the neon dragon billboard on the



wall above. The gang leader is instantly electrocuted and Suzie leaps onto a chunk of debris to avoid sharing the same fate.

INDIANA JONES and the STAFF OF KINGS



Indy uses his whip and some quick thinking to save Suzie, but he needs your help, too. Imitate the onscreen commands as Suzie crosses his

whip like a tightrope to keep the line taut and prevent Suzie from falling.

Archie's Shop

Back at Archie's shop, Suzie finally has a chance to fill Indy in on her father's disappearance. Indy assures Suzie that he'll rescue her father, and the young lady departs.



Take a look around Archie's office, then shove a bookshelf to open a secret passage.



When pushing the bookshelf, leave yourself enough room to squeeze behind it and collect a Fortune artifact from a shallow nook. Archie won't mind—you did rescue his daughter, after all!



SAN FRANCISCO FORTUNE 7: MING VASE



The secret passage leads to a sort of warehouse. Archie sure has quite a collection here, and a gang of thugs are hard at work

searching the place for something called a Jade Sphere.

Don't just drop in and start throwing fists; there's a better way to handle these clowns. Turn left and cross a wooden plank, then press Indy's back against the wall and shimmy to the right.



Ignore the barrel as you creep along the wall. You can shove this barrel onto one of the goons below, but why defeat just one enemy when you can take

out two—and complete a Glory move in the process? See the sidebar to find out how!

Glory Move: Lights Out

Just past the barrel, Indy is able to use his whip on a chandelier. Do so to send the fixture crashing down on the two goons below, completing your final Glory move on this level!





San Francisco



The balcony collapses after you knock down the chandelier, dropping Indy in the midst of the remaining enemies below. Careful: One of these creeps is a

baldheaded bruiser who can really mess you up. Make the most of the plentiful weaponry and Indy's powerful grapple slams while teaching these punks a lesson.

After cleaning up shop, use Indy's whip to tug the trunk of an elephant statue in one of the room's corners. This causes a wall to slide away, revealing a strange chair.



Indy takes a seat and pulls the lever near the chair, starting it moving backward. What a strange contraption!

The chair takes Indy on a blistering roller coaster ride through a giant cavern. Be quick to imitate the onscreen prompts that appear to prevent Indy from flying off the seat.



Secret Cavern



The white-knuckle chair ride lands Indy on the crow's nest of a giant, decrepit pirate ship.



The ship's mast soon begins to teeter, sending Indy toppling downward. Be quick to use his whip and swing to safety—it's a long way down!

You've found the Star of the Orient that Suzie mentioned; now you need to find a way into her hull. The boards Indy lands near look fragile; there's light shining through. A strong enough impact should smash them apart.



Turn around and run up the incline behind you. Jump and climb onto the ledge above.

INDIANA JONES

and the
STAFF OF KINGS



Use Indy's whip to yank apart a couple of old support beams you discover on the ledge. This will soon come in handy.

Next, use Indy's whip on a nearby mast to rappel up and reach the deck of another old ship.



Now you're getting somewhere. Drop and hang off the edge of the deck, but don't let go—sharp and pointy rubble waits below.

Instead, shimmy to the right, rounding the corner and working your way toward a Fortune artifact on a far platform. (You can also sidestep along the edge if you prefer.)



SAN FRANCISCO FORTUNE 8: EARTHENWARE JAR

Backtrack to the old ship's deck and use Indy's whip on the bow of the other old ship across the way. This knocks down the masthead of the other ship—a blindfolded angel.



Now drop or rappel back down to the ledge below and give the statue a shove. The angel crumbles down the incline and smashes through the Star of the Orient's

hull, allowing you to enter and investigate!

Star of the Orient



Inside the Star of the Orient, use Indy's shoulder strength to bash through a stuck door.

Indy tumbles through the door and almost plummets into the yawning abyss beyond. Indy manages to grab the edge of the ship; shimmy to the right, heading toward the adjacent hall.



The ship suddenly rumbles and a portion of her floor collapses. The aftershock causes Indy to lose his footing; quickly imitate the onscreen commands to help him regain his grip.





San Francisco



In the adjacent hall, press Indy's back against the wall and shimmy past the portion of floor that just collapsed.

Stairs lead up to the captain's quarters, but don't scale them just yet. Instead, press Indy's back against the wall and slip around the corner, working your way toward the final Fortune artifact.



SAN FRANCISCO FORTUNE 9: ANCIENT BANK NOTE

Now head upstairs to reach the captain's cabin. The Jade Sphere should be here, but it's nowhere in sight. Indy thinks Archie may have moved it.



Put Indy's shoulder to use on another stuck door inside the captain's quarters to open the way forward.

Trouble awaits Indy on the other side of the door: A villain holding a pistol gets the drop on our hero, but also reveals that his gang hasn't located the Jade Sphere yet, either.



Indy acts fast and knocks out the goon just as his slimy comrades fire one of the ship's cannons. Be quick to press the button shown onscreen and dodge the cannonball, or it's game over.



A gang of thugs rushes forward after you dodge the cannon blast. There's a burly bruiser among them, so fight smart and look to counter. You'll

find plenty of loose boards on the ground here—perfect weapons to wield against these would-be thieves.



TIP Grapple and slam enemies into the central rowboat for fast KOs.



Armed enemies open fire at Indy from across the ship's deck. Rather than shooting back, fire on the nearby pulleys to send a net full of junk slamming into them, wiping them all out in one move.



With the area secure, use Indy's whip to swing over to the far end of the ship.

INDIANA JONES and the STAFF OF KINGS



Dr. Jones discovers the Jade Sphere hidden among the ship's cannonballs. Good thing those careless goons didn't fire it!

Trolley Chase



Leaving Archie's shop, Indy is surprised to see his old friend waiting for him outside. Archie's not alone, though: Völler has a gun to his back

and demands the Jade Sphere in exchange for Archie's life. Indy tosses the wrapped sphere-shaped package he's carrying at Völler just as a trolley car cruises past. He and Archie then make a dash to hitch a ride down the street.

Naturally, Völler isn't about to let his nemesis escape so easily. Lean out and open fire on the engines of the cars he sends in pursuit. Keep shooting until the engines explode, forcing the cars to abandon the chase.



Völler's men approach from both sides of the road, so press ◀ and ▶ to maneuver Indy into position to shoot back. Don't let any of those cars catch up or their

machine gunners will have an easy time picking you apart!



With all Völler's men disposed of, Indy brings the trolley car to a halt. Archie is surprised to see that his friend and savior still has the Jade Sphere in his possession—

whatever he tossed at Völler was a fake. Indy tells Archie he plans to continue his search for answers in Panama, where Professor Kingston found the Jade Sphere during an expedition many years ago.





Panama



CHAPTER 3: PANAMA

Recalling that Professor Kingston discovered the Jade Sphere in Central America, Indy decides to continue his investigation in Panama. With any luck, Indy may also discover some clues about Kingston's disappearance!

Fortune and Glory

Fortune Artifacts

Image	Name	How to Get	Got It?
	Jade Figurine	Climb down broken bridge near start	
	Ceramic Bowl	Search the top of the archway near the pillagers' camp	
	Ceramic Figurine	Rappel up the wall between the first two sliding blocks	
	Wooden Figurine	Rappel up the wall in the pitfall passage	
	Jade Pendant	Smash through the weak wall in the hanging weight chamber	
	Death Mask	Search behind the waterfall past the ball court	
	Ceramic Monkey	Visit the far-right ledge while navigating the cliff outside the temple	

Glory Moves

Name	Task	Cleared?
Heavy Handed	Kill 10 enemies using weapons in the jungle	
Aries Rising	Have the goats ram into at least two enemies	
Fireproof	Beat Sudao without taking any damage	
Slick Moves	Finish the ball court without taking any damage	

Welcome to the Jungle



Arriving in Panama, Indy has a little trouble hiring a tour boat. It seems that a young woman named Maggie O'Malley has already booked passage and

loaded the boat full of camera equipment—she's a reporter on deadline. Fortunately, Maggie's doing a story on the very same temple that Indy wishes to investigate, and the local guide agrees to ferry them both—so long as they agree to stop arguing!

The guide is as good as his word and drops Indy and Maggie off in the dense jungle surrounding the temple. The two must continue on foot; follow Maggie across the rope bridge ahead.



INDIANA JONES

and the
STAFF OF KINGS



The bridge starts to collapse as Indy crosses. Be quick to imitate the onscreen commands and whip-swing to safety.



After crossing the narrow edge safely, use Indy's whip to rappel up the rock wall.

Indy lands on a ledge and must find a way up to the jungle path. Perform a wall hug and begin shimmying left along the cliffs narrow edge.



Look out: A small portion of the edge crumbles under Indy's weight, causing him to fall! Hurry and help Indy regain his grip, then climb up to assume the wall-hug position. Press **A** to make Indy hop over the small gap.



*Look closely and you can see where narrow edges will crumble—such weak sections look lighter than the rest of the edge. You can jump these weak sections preemptively by standing near them and pressing **A**.*

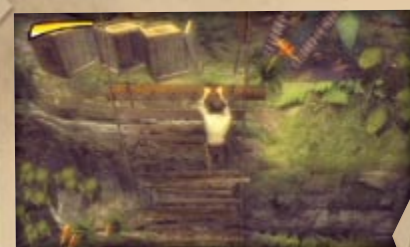
Another section of the edge deteriorates as Indy inches along the wall. Again, help Indy secure his grip, then climb up and hop over the gap to proceed.



Perform a whip-swing to cross the next gap.



At last, Indy has made it to the far end of the fallen rope bridge. Before advancing along the trail, step off the edge of the cliff to make Indy climb down the remnants of the bridge.



Indiana Jones



Panama



After climbing down the hanging bridge, inch along the narrow edge, rounding the corner to enter a small nook where a Fortune artifact is hidden.

Backtrack out and climb back up to the jungle path.



PANAMA FORTUNE 1: JADE FIGURINE

Jungle Path

Indy notices a pair of locals standing on the jungle path, but they aren't the friendly tour-guide types. Beat up both pillagers before they cause any trouble.



Armed men get the drop on Indy farther down the path, but Maggie shoves some boulders down at them from a high ledge, causing a rockslide. Help

Indy sprint to safety by rapidly imitating the onscreen commands.

More armed pillagers stand in the jungle ahead, but Indy gets the drop on them. Take aim and try to pick off both men before they can duck behind cover.



TIP Open fire whenever the men move between cover—this is when they're most vulnerable. If one of them takes cover behind the boulder, shoot down the overhead coconut to knock him senseless!

Pillaged Village



After dealing with the armed thugs, Indy rushes to a small native village that's being burned to the ground by more pillagers. Shoot the cauldrons the

villains hide behind to splash them with boiling water, then pick off any stragglers.



Indy is tossed from his hiding spot and forced to take on the remaining pillagers—and boy, there are a lot of them! Teach them the error of their ways, battering

them with weapons and slamming them into solid objects.



CAUTION Avoid using Indy's whip to trigger the log Hot Set—the logs come crashing down very quickly and are likely to do more harm than good.

INDIANA JONES and the STAFF OF KINGS

Glory Move: Heavy Handed

This challenging Glory move asks you to defeat 10 enemies with improvised weapons as you explore the jungle, so you need to work at completing it throughout this level. Now is your first chance to rack up a few weapon-based KOs; try to defeat each pillager here with weapons (aside from the two that the goats take care of for you). Start by softening up the pillagers with punches and counters, then grab weapons and finish them off in style. In this area, you'll find the following weapons:



- Rocks and potholders near the cauldrons
- Tree branches (disarm enemies to obtain)
- A large bucket near a hut

Don't waste these useful tools, and be quick to disarm enemies with Indy's whip if they happen to pick up any!

Glory Move: Aries Rising

After you defeat the initial group of pillagers, a pair of burly bruisers enters the area to ruin your day. This is a perfect chance to complete a Glory move that will greatly simplify the bruiser fight. Lure the two thugs over to the goat pen, then quickly use Indy's whip to yank open the pen's door. This frees the goats inside, who charge out and run over the bad guys, defeating them instantly. You complete a Glory move if the goats manage to knock over both bruisers!



For an even easier time clearing this Glory move, try simply shooting the goats' gate during the gunfight before Indy is thrown into the middle of danger.



Of course, it's easier to complete this Glory move if you free the goats when the mob of pillagers is around, because there are more potential targets. Saving the goats for the bruisers just makes a challenging scrap a little easier!



The villagers are grateful for Indy's aid and hand him a strange artifact. Who says heroism doesn't pay?

Path to the Temple

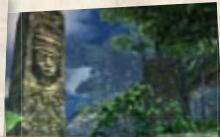


Indy continues his trek toward the temple but soon falls under fire—more pillagers lie in wait among the ruins. No point

in wasting time with these guys; shoot the dynamite barrels to bring the stone archway down on them.



More armed thugs rush in after you dispatch the first few. Shoot the remaining barrels when the enemies take cover behind the wall for some quick kills.



Panama



The trail ends at a pile of crates. Turn around and backtrack to the ruins, then bash through a loose section of wall to reveal a side trail.

Use Indy's whip to rappel upwards when you reach the ruins blocking your path.



Indy has a perfect view of the pillager's camp from the top of the archway. Claim the Fortune artifact before making your next move.



PANAMA FORTUNE 2: CERAMIC BOWL

Pillager Camp



Drop from the archway and take the fight to the pillagers. For quick KOs, stand beneath the trees and press **Ⓐ** when enemies are near to leap up and kick them in their

heads. This also causes the tree branches to snap off and fall to the ground, providing you with extra weapons (which can be used for the Heavy Handed Glory move).



TIP Remember to defeat enemies with weapons here if you're trying to complete the "Heavy Handed" Glory move—this is your last chance to rack up weapon-based KOs! If you're not interested in Glory, simply grapple and shove enemies off the cliff to defeat them instantly instead.



More hostiles open fire from a high ledge after you dispose of their comrades. The men really have you pinned down; hurry and take out the enemy

on the far left first, because he can shoot you even while you remain hidden behind the crates. Once that guy's out of the picture, you can relax a bit and pick off his buddies at your own pace.

Once things finally settle down, run to the stone wall at the camp's far end and climb up to the narrow ledge above.



INDIANA JONES

and the
STAFF OF KING



Wall hug and shimmy across the narrow edge that follows.

To cross the next gap, jump up and hang from the overhead edge, then shimmy to the right. Climb up to the ledge above once you're able.



You've reached a shallow cave. Run toward sunlight and climb up through the opening in the ceiling above to return to the jungle.



Sprint through the jungle and use Indy's whip to swing across a wide ravine—the pillagers seem to have cut the rope bridge that used to span the gap.

Indy's swing doesn't quite clear the distance and he's forced to grab onto the far ledge. Help him regain his composure and climb up to safety.



There's the temple—you've finally made it! Sprint down the stairs and head inside.

Warm Welcome



The pillagers' imposing leader—a burly man named Sudao—awaits Indy at the door to the temple. The brute wields two torches and quickly ignites

a wide circle of fire that prevents Indy from fleeing the scene. Looks like it's time for a showdown!





Panama



Keep your distance and run circles around Sudao as he slowly stalks toward you. Sudao will eventually stretch out, twirl his torches over his head, and

then expel a long gust of fire. This is his primary attack, and it's fairly easy to avoid once you learn to expect it.

Keep dodging Sudao's attacks until he becomes frustrated and hurls one of his torches at you. Dodge the torch and then quickly use Indy's whip to pull Sudao toward you.



After pulling Sudao close, smack him a couple of times to inflict damage. Your attack will vary depending on whether you whipped

Sudao's neck, torso, or feet. Immediately run away after Sudao recovers or he'll toast you.

Glory Move: Fireproof

It's not easy, but strive to defeat Sudao without taking any damage and you'll complete a Glory move. Just take things nice and easy. If you're ever hurt, simply let Sudao defeat you and try again.



Keep dodging Sudao's fiery gusts and pummeling him afterward until the villain grabs Indy in a choke hold from behind. Then quickly imitate the onscreen

commands to break free and escape before a massive stone column collapses, crushing Sudao and sealing Indy inside the temple. Insert your favorite "chill out" joke here!

Temple Interior

Indy finds himself in much quieter surroundings. Time to investigate this ancient place.



Approach the pedestal at the center of the room. Indy finds a home for the strange artifact the villagers gave him earlier—he inserts the object

into the pedestal, revealing a secret staircase!

Sprint down the stairs to reach a crumbling hallway. Two large weights hang in the middle of the hall, one of them stationary and the other one swinging by some mysterious force. These weights hold the key to opening the way forward.



INDIANA JONES and the STAFF OF KINGS



To solve this puzzle, first grab the large rock that's blocking flow of water down a duct in the wall. This causes the stationary weight to begin swinging.

Next, carefully carry the rock past the first swinging weight. Stand to one side and wait for the weight to swing past before making your move.



TIP You can also throw the rock past the weight and then pick it up again on the far side.



Lug the rock over to the other water duct on the opposite wall and place it there to block the flow. This stops the second weight from swinging.

With the weight at a standstill, use Indy's whip to tug it backward and send it flying through the debris on the steps ahead. This opens the way forward.



CAUTION Move to one side after whipping the weight or it'll come back and knock Indy silly!



Armed Germans rappel into the next section of the temple, forcing Indy to take cover and whip out his trusty revolver. Shoot the barrel full of dynamite in the middle of

the men to wipe them all out in short order, then defeat the second wave after Indy advances.

Three Rivers



When the smoke clears, climb up to the ledge the Germans were defending. Turn left and cross the little water stream.

Indy takes cover as more Germans rappel into the temple. Blast another dynamite barrel to wipe out the villains.



Use Indy's whip to swing over to where the Germans were standing.

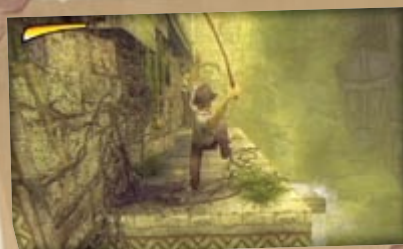




Panama

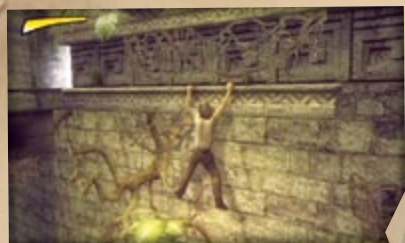


Indy doesn't quite clear the distance and almost falls—help him recover his grip and climb up to safety.



Cross the gap you encounter on the high ledge by swinging with Indy's whip.

Run up the stairs that follow, then jump and grab the edge of the left wall. Shimmy left to reach a higher landing where a shallow stream of water is flowing.



To cross the second gap, jump and grab the edge of the wall, then pull up to a wall-hug position. Shimmy right and hop the gap as you go.



Approach the waterfall in the background and grab hold of the narrow edge of the nearby wall. Shimmy around the corner to reach an even higher platform.



Perform another whip-swing to cross the final gap in this stretch, then climb the ladder beyond.

Use Indy's whip to rappel up the tall wall that follows, climbing even higher.



A pair of giant stone blocks slides back and forth above the ladder. Wait for the blocks to slide out, then sprint past them as they retract.



INDIANA JONES and the STAFF OF KINGS

Look out:
German soldiers
rush you after
you pass the
first sliding
block. Have
your way with
these baddies,
heaving them
over the side of
the ledge for fast kills if you're feeling nasty.



After disposing
of the Germans,
check the wall
between the two
sliding blocks to
find that Indy
can rappel up
to a hidden
passage.



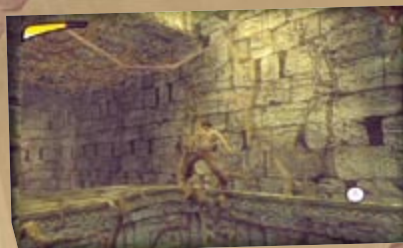
The passage
ends abruptly
in a sheer drop-
off. Whip-swing
over to a narrow
ledge.



Indy grabs
onto the edge
but needs your
help to secure
his grip. Climb
up to assume
the wall-hug
position, then
shimmy left
along the edge.



Hop the gap at
the end of the
narrow edge.
The gap is tough
to make out, but
you know you're
close when you
see the @ icon
appear in the
lower-right
corner of your screen.



Nice work!
You've reached
a tiny nook
where a Fortune
artifact awaits.



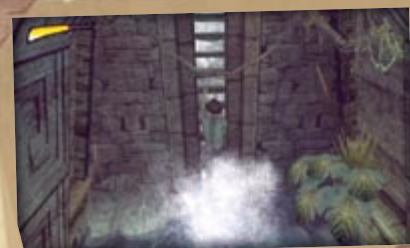
PANAMA FORTUNE 3: CERAMIC FIGURINE



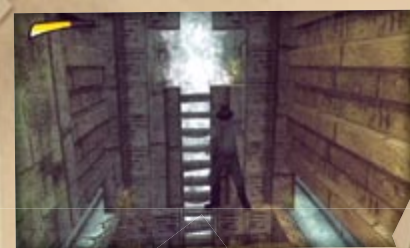
Rappel up
the wall after
snagging
the Fortune
artifact. The
stones are loose
about halfway
up; imitate
the onscreen
commands to

break through and return to the ledge with the sliding
blocks.

Sprint past the
second sliding
block when it's
safe to do so and
head into the
watery passage
beyond. Climb
the ladder at
the passage's far
end.



At the top of the
ladder, step off
to the right and
shimmy along
the narrow edge
to reach solid
ground. Rappel
up the left wall
afterward to
reach an even
higher narrow edge.





Panama



Shimmy left after rappelling up to the higher edge and then climb up the stone ladder to reach the passage above.

Four Paths



The passage opens into a circular chamber with an old tree in its center. Four sets of steps lead to four doors here, each one sealed up tight.



A torch rests on the ground nearby; light it and take it with you, just in case.

To open the doors, simply stand on the pressure plates in front of them. Puzzles lie beyond three of the doors, and you must solve all three to open the fourth door and proceed.



Puzzle 1: Stone Face

This one's easy enough, but it can be deadly if you're careless. A stone face is carved into the wall of the passage beyond the door; push it inward to trigger a trap.



Giant stone slabs begin to fall from the ceiling after you push the stone face. Hurry and flee the passage before Indy is crushed.

Puzzle 2: Spider Pyre

Bring the torch with you into this dark passage—it's tough to see where you're going without it. Some old vines are piled up at the passage's end; use the torch to ignite them and illuminate the place even more.



Lighting the vines triggers a trap: a host of spiders drop in from the ceiling! Good thing you've got a torch! Wave it back and forth as you make your way out of the passage, burning the spiders to keep them at bay.



INDIANA JONES and the STAFF OF KING

Puzzle 3: Pitfall Passage



This passage features a wide pit and is the most dangerous puzzle of the three. To cross it, perform a wall hug and then creep along the narrow edge. Careful: Part of

the edge will crumble under Indy's weight!

After crossing the pit, use Indy's whip to tug on the stone face that's carved into the far wall. This causes the wall to slide forward, forcing you to flee or be pushed into the pit you've just crossed.



Immediately perform a wall hug and begin inching your way back across the pit. Beware: Spikes now jut out from holes the wall, and being hit by one

is fatal. Look for the holes in the wall and creep past each set of spikes the moment they retract.



CAUTION Remember to hop the gap in the narrow edge or you'll likely perish!

After crossing the pit, retreat to the side hall and wait for the sliding block to come to a rest. That was close! Take a moment to rappel up the nearby wall and reach a Fortune artifact before leaving the passage.



PANAMA FORTUNE 4: WOODEN FIGURINE

The Fourth Door



With all three trap-puzzles solved, approach the fourth door and stand on its pressure plate to make it open. Beware: The ceiling begins to fall on Indy as

he heads inside! Imitate the onscreen commands to help him sprint to safety.

Swinging Trap



Indy finds himself in a square room filled with numerous hanging weights similar to the ones he noticed earlier. The weights are

swinging away, and a couple of giant blocks repeatedly fall from the ceiling and then retract. Take care when moving through here.

Avoid the room's hazards as you make your way to the far steps. Careful: More stone blocks fall from the ceiling on the steps' landing. Wait for the blocks to fall, then dash past as they retract.



The steps lead up to a higher level. Shove the statue you find up here, carefully positioning it beneath yet another falling block. Don't get caught by the block when it falls or it's game over!





Panama



The falling block smashes the statue to bits, leaving only its head intact. Pick up the head and lug it back the way you came.

Head through the opening in the wall to reach a hidden room with a Fortune artifact sitting at its opposite end. Use caution when moving down the room: The darker floor tiles will fall under Indy's weight!



You guessed it: Place the statue head on the water duct in the wall to stem the flow and stop some of the weights from swinging in the room below.



Now return to the lower chamber and shove the statue down there under another falling block to smash it. Carry the statue's head to the water duct on the opposite wall and place it there to stop the remaining weights.



With all the weights at a standstill, use Indy's whip to knock them together, bashing a hole through the weakened wall across the room.



Remember to move before the weights come back at you!



PANAMA FORTUNE 5: JADE PENDANT

Now return to the hanging weights and use Indy's whip to knock the other row into one another. The final weight smashes through the spherical boulder ahead that's blocking your progress.



INDIANA JONES

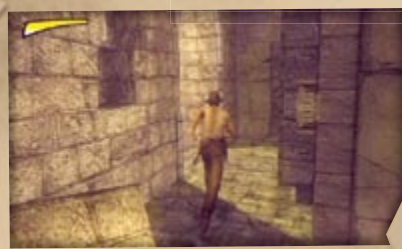
and the
STAFF OF KINGS

Path of Hazards

Dash past the split boulder and up the steps. Shove another round boulder at the top of the stairs to get it out of your way, then whip-swing across the pit that follows.



Shove another round boulder that's in your way, then perform a wall hug and creep along the narrow edge to proceed.



A pair of blocks slide in and out from the walls in the following hall. Wait for the blocks to retract before dashing past each one.



Hide in the side nooks if you need time to catch your breath.



don't have time to shove the boulder, and try again after the blocks retract.

Hurry and shove the boulder at the end of the hall out of your way before you're crushed by the sliding blocks. Retreat to a side nook if you think you



After shoving the boulder, perform a wall hug and inch along the narrow edge to cross the nearby pit. Careful: Part of the edge will break under Indy's weight!

Be ready to run after crossing the pit—a boulder falls from the ceiling and starts tumbling toward Indy as he moves down a sloped hall. Sprint to the hall's end, then quickly press the button shown onscreen to dive to safety before being flattened.



Climb the steps ahead and notice two large stone buttons in the walls. Shove the yellow button on the left to open the door ahead.

INDIANA JONES





Panama



Ball Court



Indy comes to a wide chamber resembling some sort of game arena. What an odd place...

Drop into the arena and search along the wall to discover seven buttons similar to the one you just pushed to enter this place. Don't push any of the buttons until you've found them all—it helps to know where they are before you get started.

CAUTION



Don't step on the ground spinners or you'll be knocked back and wounded.

Once you've identified all seven buttons, push one to cause a giant boulder to fall into the arena. Dodge the boulder as you circle around to the next closest button.

A second boulder tumbles into the arena after you push the third button, and a third boulder drops in after you push the fifth. It doesn't matter which order you push the buttons; the boulders always appear in this fashion. Be sure to avoid them!



TIP Exploit the camera controls to keep tabs on the boulders as you dash around the arena.



After you've pressed all seven buttons, jump and climb out of the arena to catch your breath. Find an eighth and final button at the base of the

statue that overlooks the arena and push it to cause a fourth boulder to drop in—along with a tiny golden ball.



NOTE You can press the ball court's eight buttons in any order.

Notice the two hoops sticking out from the walls—one on either side of the arena. You must collect the gold ball and toss it through the proper hoop—the

one that's bordered by golden murals—to solve this puzzle. Watch the boulders roll around, and when the time is right, drop back in and hurry to collect the golden ball.



With the gold ball in hand, run to the hoop that's bordered by the two golden murals and toss the ball at it. Indy's a fantastic shot and the

ball finds its way home, shutting off the spinners and opening the way forward.

Glory Move: Slick Moves

The ball court is a dangerous place, but pass through it unscathed and you'll complete this level's final Glory move. Just move fast and keep an eye on those giant boulders. Avoid running into the spinners on the ground, too!

INDIANA JONES and the STAFF OF KINGS

Search behind the waterfall in the small chamber beyond the ball court to discover a hidden Fortune artifact. No sense leaving this prize here for the next thousand years!



PANAMA FORTUNE 6: DEATH MASK



All right, time to get outta here. Use Indy's whip to rappel up one of the columns in the small room beyond the ball court. Climb to the top and then

kick the column over to smash through the temple's wall. Head out into the daylight.

Cliffside Path

Ah, fresh air at last! Now you just need to navigate a rocky cliff to return to the surface. Begin by jumping up onto the ledge to the left of the opening you've just come through.



Perform a wall hug and inch across the narrow edge to the right.



Jump up and grab the overhead edge, then shimmy to the right across the next gap.

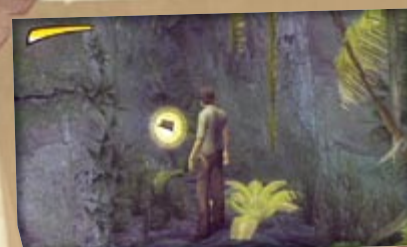
Drop to a lower ledge near the big waterfall, but don't rappel up the tall wall just yet. Instead, perform a wall hug and inch along the narrow edge beyond the wall to the right.



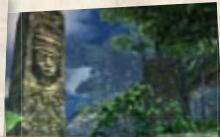
Climb onto a higher ledge, then whip-swing across a wide gap.



Indy lands on a remote ledge, where the level's final Fortune artifact awaits!



PANAMA FORTUNE 7: CERAMIC MONKEY



Panama



Backtrack to the large waterfall. This time, use Indy's whip to rappel up the tall wall you noticed earlier.





Next, whip-swing across the chamber to reach the high ledge on the opposite side.



Ascend the slope after rappelling up the wall and hop up the next few ledges to reach a path leading back into the temple.

Perform a wall hug and shimmy to the right, crossing a long narrow edge. Stay alert: Many portions of the edge will crumble away when Indy steps on them.



When you reach the end of the edge, press  to drop and hang, then press  again to drop and grab onto the narrow edge below. Shimmy right and then drop to solid ground.



Temple Dungeon



Explore this section of the temple until you come to a giant pit with no obvious way across. Looks like you'll need to get creative.

Great work; you've crossed the big pit! Proceed down the hall that follows to reach the next chamber.



Turn around and run away from the pit to discover a tiny alcove with a wall you can rappel up. Use Indy's whip to reach the top.



INDIANA JONES and the STAFF OF KING



walkway beyond the column crumbles as you approach!



From the top of the snake head, jump and shimmy along the outside wall to reach a higher platform.



From this height, Indy can use his whip and rappel up the central column. Do so, then kick the column over to create a bridge across the walkway that just collapsed.



A large column stands in your way in this wide chamber. Perform a wall hug on the column and then inch around it. You don't get very far, however: The

You need to find some way through here. Proceed to the left of where you exited from the dungeon, then climb onto a snake-head-shaped platform.

In Darkness Step



Cross the fallen column and find a torch on the ground in the next hall. Light the torch and take it with you.

Swing the torch at the thick cobwebs that block your progress through the next few halls.



Beware: Spiders swarm Indy in these dark passages. Use the torch to keep them at bay.

You eventually come to a dark chamber. Turn right as you enter and use your torch to ignite the oil-filled trough to the left of the entry door.





Panama



The flames spread along a trench in the wall, lighting a statue above the chamber's exit door. Ignite the oil in the trough on the other side of the room to open the way forward.



Sprint along the long bridge that follows, zigzagging around the dragon statues as they spit long streams of flame at you. Keep an eye on the statues ahead so you can predict and avoid the flames.



Perform a whip-swing to cross the wide gap at the end of the bridge.

Indy loses his grip when he lands on the far side of the gap; help him grab back on and climb to safety, then dash through the doorway ahead before it seals.



Whip-swing across the pit beyond the dragon statue bridge to advance. Be ready to help Indy regain his grip when he starts to fall from the edge.



Mayan Planetarium



Indy has reached an odd chamber with six boulders of varying size. They must represent the six planets that the Mayans knew about!

Indy inserts the Jade Sphere into a pedestal, revealing a secret dais where Professor Kingston hid his notebook many years ago. The notes within are sure to tell Indy something.



INDIANA JONES

and the
STAFF OF KINGS

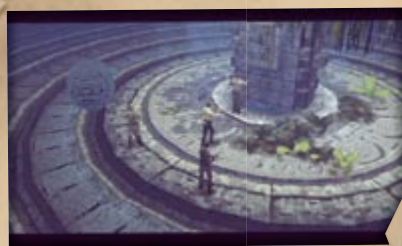
The room's floor suddenly begins to dip and sway, causing the boulders to start rolling around. Avoid the boulders as you check the room for four circular pressure plates, each one numbered by a different amount of quarter-circles.



The mural on the central dais hints at the order in which you must step on the pressure plates, but we'll make it even easier. Step on the plates in the

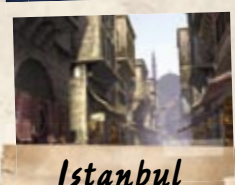
following order to solve the puzzle: **1, 3, 4, 2.**

On cue, Magnus Völler appears to liberate Kingston's notes from Indy. However, with a little quick thinking—and some timely help from



Maggie—Indy manages to reset the room's puzzle and flee before Magnus can stop him.





Istanbul



CHAPTER 4: ISTANBUL

Using a formal reception as cover, Indiana Jones begins his search for four biblical mosaics in Istanbul, which together depict the life of Moses. With any luck, these ancient works will provide Indy with important clues regarding the whereabouts of the fabled Staff of Kings!

Fortune and Glory

Fortune Artifacts

Image	Name	How to Get	Got It?
	Royal Shield	Run straight down the hall from the start	
	Royal Gauntlets	Search the nook near the second mosaic	
	Gold Belt Buckle	Search the pavilion after shooting all the German spies	
	Gold Relic	Dash between the two sliding blocks after jamming their gear with a skull	
	Holy Book Receptacle	Enter the chamber near the sliding block corridor by knocking over a sarcophagus	
	Crystal Bottle	After passing the second sliding block hall, drop to waterfall ledge and shimmy over to far ledge	
	Royal Crown	Check the side passage to right of the third mosaic	
	Dagger of Topkapi	Leap past the first pair of gears in the gear room; explore a side passage to the right	
	Gold Flask	Search a nook at the top of the gear room after whip-swinging twice	
	Selim's Water Bottle	Search an alcove at the top of the gear room after shoving a sarcophagus	
	Bejeweled Aigrette	Press three-sword button and then one-sword button in the circular puzzle room; smash weak wall	
	Gold Writing Case	Search a side passage to the right of the spiders in the cisterns	

Glory Moves

Name	Task	Cleared?
Vandal	Kill three enemies in the museum using armor pieces	
I Dub Thee	Use the statues in the harem to kill three enemies	
Sharpshooter	Hit four street signs during the elephant chase*	

Palace Harem



Inside the palace, Indy examines the first of four mosaics that Professor Kingston believed to hold the key to finding the Staff of Kings. On a

hunch, Indy pushes against the mosaic—and is surprised when it slides back into the wall!

Suddenly, a statue of a sword-wielding knight emerges from the floor behind Indy. Based on the floor tiles, it seems that additional statues need to be raised. Better find those other mosaics!



INDIANA JONES

and the
STAFF OF KINGS



First things first: Run straight down the hall without turning and collect the Fortune artifact you can plainly see hovering at the far end.



ISTANBUL FORTUNE 1: ROYAL SHIELD



Continue down the hall after collecting the Fortune artifact. Indy spies a couple of Germans in the next room—they must be looking for the mosaics,

too! You've got the drop on these guys, so take advantage and show no mercy.



TIP Punch the glass display cabinets to get at the vases within, which can be used as weapons.

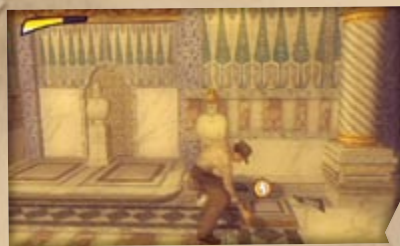
Palace Museum



Many more Germans await you in the next room, where several museum exhibits are on display. Punch, grapple, and slam the men as you see fit.

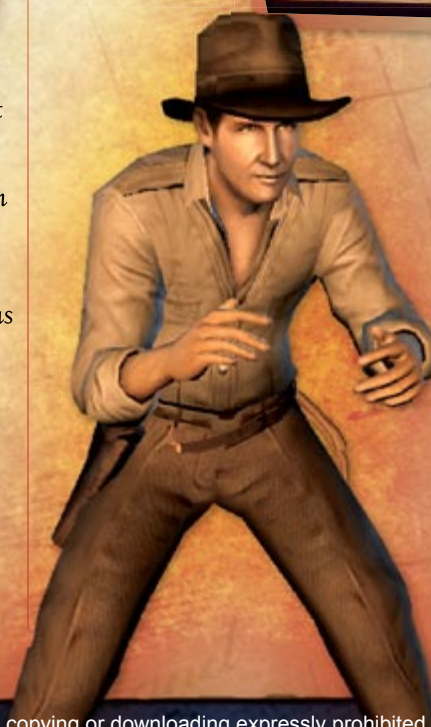
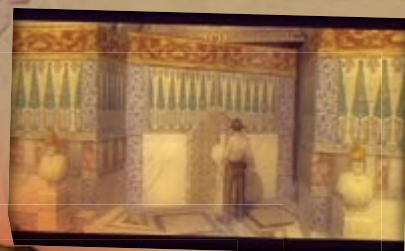
Glory Move: Vandal

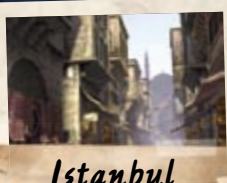
Grapple and slam enemies into the suits of armor in the museum to make the relics fall to pieces. Then pick up those armor pieces and beat the heck out of the Germans with them. Dispatch three villains with armor pieces during this brawl to complete your first Glory move here in Istanbul!



After defeating the Germans in the museum, punch a suit of armor to smash it, then grab the helmet from the ground.

Place the helmet atop the statue in the nook to make the wall rotate, revealing a secret passage.





Istanbul



Secret Passage



The dark passage ends abruptly at a chasm. Indy can just make out the second mosaic on the far wall.

Turn left and climb up to a higher ledge.



Grab the statue you find on the ledge and pull it out from the wall. The statue's weight triggers a pressure plate on the ledge, which extends a bridge partway across the chasm.



Drop back down and climb onto the opposite ledge. Collect two heavy rocks from the smashed wall and place both on a similar pressure plate on this ledge. The bridge extends the rest of the way, enabling you to cross.



Cross the bridge, but before you approach the mosaic, turn left and nab a Fortune artifact from a nook.



ISTANBUL FORTUNE 2: ROYAL GAUNTLETS



Indy identifies the mosaic as Moses at the burning bush. Push the mosaic to slide it into the wall, opening a passage to the right and

causing a second knight statue to rise back in the harem.

Sprint up the nearby stairs to reach another rotating wall that deposits Indy back at the harem.



INDIANA JONES and the STAFF OF KINGS

Palace Harem, Revisited



Ignore the knight statues in the harem, and sprint down the hall to reach a new section of the palace.

Indy takes cover behind a display case as he enters the room beyond the hall. Germans emerge from the far door; simply pick off each one as they burst into the room.



Indy advances to a balcony. Again, blast each German that emerges from the far door—it's like shooting fish in a barrel.

Turn right after the firefight ends and whip-swing over to the neighboring balcony.



Indy sidles up next to a doorway—armed Germans guard the hall ahead. Time your shots carefully and pick off the men as they pop out to fire.



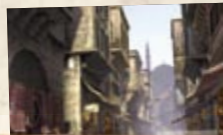
Indy advances after dispatching the Germans in the hall, only to find more villains in the pavilion beyond. The men enter from the left; blast each one in turn before they find cover.



Indy advances once more, taking cover behind a pillar as more armed Germans race to intercept. Shoot the blue hanging lanterns near

the pillars on the right to wipe out the men in short order.

INDIANA JONES



Istanbul



Pavilion



When the smoke clears and the bullets stop flying, cross the pavilion and collect the Fortune artifact that's sitting out in plain sight.



ISTANBUL FORTUNE 3: GOLD BELT BUCKLE



After claiming your Fortune, look for a statue near the palace wall. Push the statue toward the wall to access another secret passage.

Secret Passage II



The passage is in disrepair, but the ladder at the far end is still functional. Climb down to proceed.



The bottom half of the ladder is missing; step off to the left and shimmy along the narrow edge.



CAUTION Be careful when shimmying across narrow edges in the mausoleum—certain sections will crumble under Indy's weight, and you'll need to help him regain his grip if he starts to fall.



Creep to the end of the narrow edge, then drop, hang, and drop again to reach the narrow edge below. From there, drop to solid ground beneath you.

Careful: Part of the floor is missing down here. Perform a wall hug and creep across the narrow edge to safely advance.



Use Indy's whip to rappel up the wall beyond the gap. Climb to the weakened stones, then swing and kick your way through them.



INDIANA JONES and the STAFF OF KING

Mausoleum

Indy lands in a decrepit burial chamber. A Fortune artifact sits near a distant waterfall, but it's currently out of reach. Don't worry; you'll grab it soon enough.



Turn left, then jump and climb onto the left ledge.

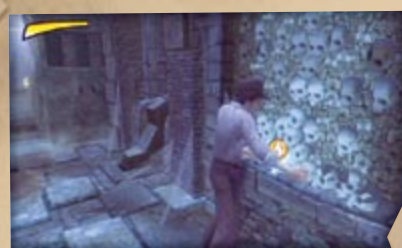


Shove a heavy statue off the ledge, then drop back down.

The statue has been smashed, but its base remains intact. Slide the square base over to the opposite wall.



Climb atop the statue's base, using it as a stepstool so you can jump up and grab onto the narrow edge above. Shimmy to the right and then climb up.



Run down the hall that follows and swipe a skull from the stack in the wall.

Approach the giant spinning gear to the left and swing the skull you're carrying at the gear like you're attacking it. This jams the device, temporarily stopping the nearby sliding block.



The sliding block doesn't stay jammed for long, so hurry past it without delay.

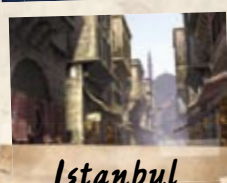


Before proceeding down the side hall, take another skull from the pile past the sliding block and use it to jam another nearby gear. Then quickly

dash between the next pair of sliding blocks, grab the Fortune artifact between them, and flee before the blocks start up again.



ISTANBUL FORTUNE 4: GOLD RELIC



Istanbul



Proceed down the side hall, heading back toward the burial chamber. As you go, spy a Fortune artifact stashed in a chamber to the left.

You're able to whip-swing across the burial chamber when you reach the end of the side hall, but don't do so just yet. Instead, drop and hang from the edge at the hall's end, then shimmy to the right.



When you can shimmy no farther, climb up into a wall-hug stance and then inch onto the wider landing to the right. Then knock over the sarcophagus that's standing in the wall to gain access to the room with the Fortune artifact you noticed a moment ago.



Slide the sarcophagus out of your way so you can claim your Fortune artifact prize.

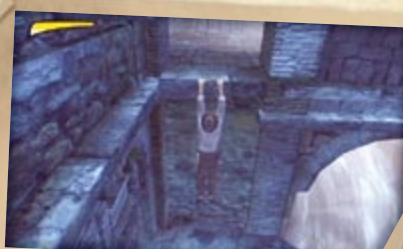


Shimmy back over to the side hall and perform a whip-swing to cross the burial chamber.



Indy grabs onto a narrow edge after swinging across. Help him regain his grip, then quickly shimmy to the right before the edge crumbles away.

More sliding blocks are banging together in the hall that follows. Use a skull to jam one of the gears, then sprint past before the blocks start moving again.



Before whip-swinging across the next gap, turn right and drop to a lower ledge near the waterfall.



ISTANBUL FORTUNE 5:
HOLY BOOK RECEPTACLE

INDIANA JONES

and the
STAFF OF KINGS



Jump and grab the narrow edge running above the waterfall, then shimmy across to the right. Drop from the narrow edge when you reach the far ledge and collect the

Fortune artifact you noticed when you first entered the mausoleum.



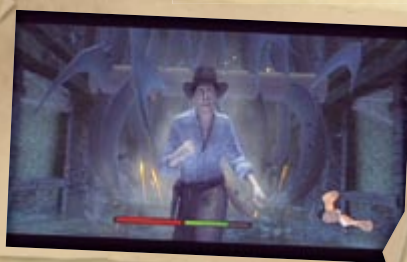
ISTANBUL FORTUNE 6: CRYSTAL BOTTLE



To return to the previous passage, first use the narrow edge to backtrack across the waterfall. Then jump and grab the narrow edge

on the far wall, shimmy to the right, and climb up.

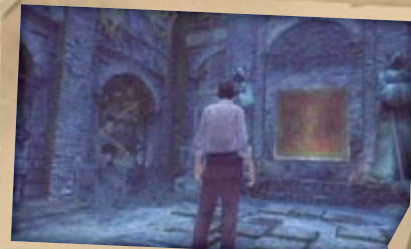
Now use Indy's whip to swing across the gap in the passage and proceed.



thresher then begins spinning and starts after Indy. Hurry and imitate the onscreen commands to help him escape certain doom.

Heads up: The floor falls out from under Indy's feet as he sprints down the passage beyond the waterfall, landing our hero in a lower passage. A giant

Indy narrowly avoids being sliced to ribbons, but the effort proves worthwhile: He's found the third mosaic! Slide the picture into the wall to raise a third knight statue back in the harem.



After shoving the mosaic, check the side passage to the right to discover another Fortune artifact. This place is just full of neat stuff!

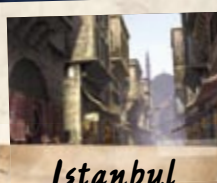


ISTANBUL FORTUNE 7: ROYAL CROWN



All right, you're all done here. Rappel up the wall to the left of the mosaic and sprint down the passage that follows to reach a rotating wall.





Istanbul



Palace Bathhouse

The rotating wall deposits Indy in a royal bathhouse. Here, you must correctly place three statue busts on the pedestals in the nearby nook to open the way forward.



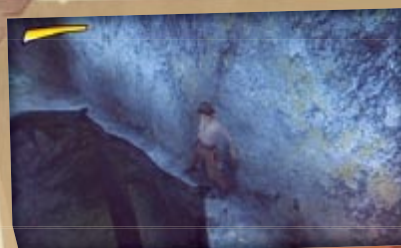
First, grab the sultan bust from the left wall and place it on the central pedestal. Then grab each of the harem girl busts near the water and place them on

the pedestals to either side of the sultan. When all three busts are properly placed, the wall rotates, landing Indy in yet another secret passage.

Perform a whip-swing from the lift to reach the ledge on the far wall. Then perform a wall hug and shimmy over to the narrow edge to the right.



Drop and hang from the narrow edge, then drop to the cracked edge below. Hurry and drop to the next cracked edge before the first one crumbles away, then drop to solid ground.



Run through the cavern that follows, inching along a narrow edge to cross a wide gap.

Toward the Gear Room



Follow the passage beyond the bathhouse to reach an ancient elevator. Climb aboard to ride down to a lower area.

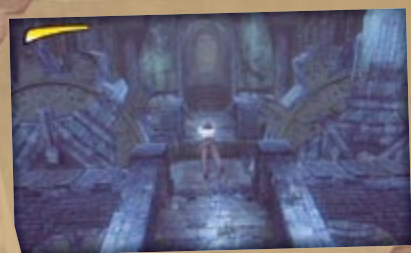


INDIANA JONES and the STAFF OF KINGS

Gear Room



The cavern leads to a large room full of ancient machinery. Indy steps on a pressure plate as he enters, which causes the gears to start turning.



Stand before the two spinning gears ahead so that the **A** icon appears in the lower-right corner of your screen—but don't press the button just yet. Notice that each

gear is missing a "tooth" and press **A** when the time is right to safely dive past them.

The corridor ahead is filled with spinning gears that you've no chance at crossing. You'll need to shut them off somehow. For now, turn right and vault a low wall to reach a short side passage.



More gears are turning in the side passage, and you can plainly see a Fortune artifact up ahead. Again, stand ready to leap past the gears when there

are no teeth in your way. Collect your prize and then backtrack out.



ISTANBUL FORTUNE 8: DAGGER OF TOPKAPI



Jump up and grab onto the narrow edge above.

Cross the room and enter another side passage. Dive past the spinning gears when the time is right and then run to the passage's end.



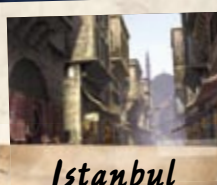
Shimmy along the edge, round the corner, then climb up to reach a higher passage.

Run up the stairs that follow, turn right, and run past a pit to locate a statue. Get behind the statue and shove it back down the hall you just came from.



Keep shoving the statue to drop it down the pit you ran past a moment ago. The statue smashes down on the spinning gear below, causing half of the gears in the lower corridor to stop spinning.





Istanbul



Now use Indy's whip to swing across the pit and continue exploring this high passage.

Whip-swing across the next gap, then sprint up the stairs beyond.



Turn right after climbing the stairs and follow a short passage to discover a Fortune artifact stashed in a nook.



ISTANBUL FORTUNE 10: SELIM'S WATER BOTTLE

Dash past a pit, ignore the stairs leading downward, and smash through the weak wall at the passage's far end instead. Head through the opening you've created and continue exploring this hidden passage.



The hall that follows is lined with spinning gears, each one missing a tooth. Stand ready and leap past each gear when the time is right.



Careful: Sharp blades slice out from wall at the corner beyond the gears. Watch the blades carefully and notice that one of them is much shorter than the

others. Sprint around the corner while the stubby blade is slicing past.



ISTANBUL FORTUNE 9: GOLD FLASK

Backtrack a bit and knock over a sarcophagus. Slide the sarcophagus all the way into the wall to open a passage to the right.

Spy another Fortune artifact in an alcove on the left as you sprint down the passage. Hop up and snatch the valuable before continuing onward.



INDIANA JONES

and the
STAFF OF KINGS



The passage leads to a circular puzzle chamber. You must press the buttons in the correct order to rotate the chamber and gain access to a sarcophagus.

Each button is numbered by a different amount of swords mounted on the wall above them.



First, press the three-sword button, then press the one-sword button to rotate the room and reveal a weak wall.

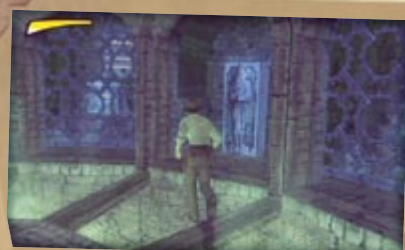
Smash through the wall to claim yet another Fortune artifact.



TIP Step on the central pressure plate to reset the room if you accidentally press the wrong button, then try again.



**ISTANBUL FORTUNE 11:
BEJEWELED AIGRETTE**

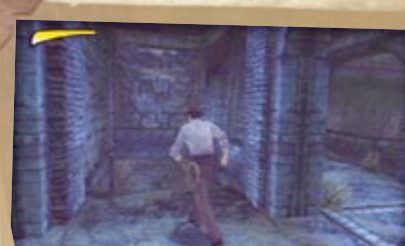


Now cross the room without stepping on the central pressure plate and push the five-sword button to expose the sarcophagus and solve the puzzle.



Shoulder the sarcophagus over, then slide it all the way into the pit ahead (the same one you ran past a moment ago). The sarcophagus smashes into the gear below,

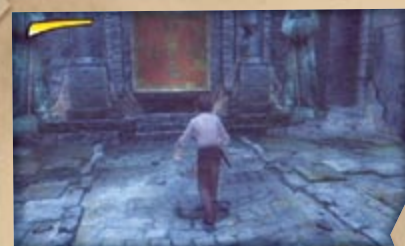
stopping it from spinning—along with the other half of the gears in the gear room's ground floor corridor.



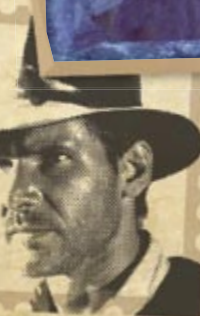
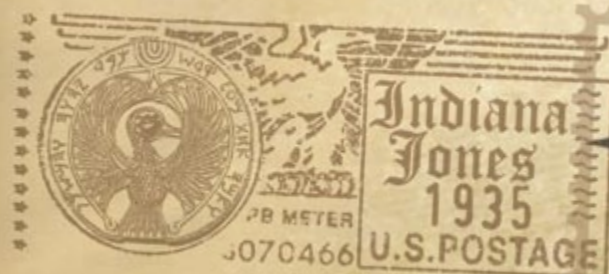
Nice work; you've disabled all the spinning gears and are now able to pass through the central corridor. Turn left and head down the nearby stairs,

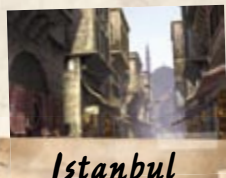
making your way back down to the ground floor (where you entered the gear room).

Run down the now-harmless central corridor to discover the fourth and final mosaic in the chamber beyond. Shove the mosaic to open a side passage and raise the last knight statue back at the harem.



Whip-swing across the gap in the side passage as you make your way back to the harem.





Istanbul

Harem Showdown



Indy arrives just in time to see a crew of German spies investigating the knight statues. Better take these guys out before they discover something!



Disarm the villains that carry maces, then turn these powerful weapons against them.

Glory Move: I Dub Thee

While fighting the Germans at the harem, you can step on the central pressure plate to make the knight statues swing their swords, potentially dispatching any enemies standing in front. Use the knights to dispatch three enemies to complete your second Glory move on this level!



the men for a moment, giving you a chance to step on the pressure plate and "knight" them.

To ensure the bad guys get sliced by the knights, grapple them first and then shove them into the statues. (Don't slam them into the statues; shove them.) This stuns

After defeating all the spies, shove each knight statue toward the central pressure plate. This causes the knights to raise their swords and allows you to use the pressure plate as an elevator.



Cisterns



The harem elevator lowers Indy into a dark underground passage. Light the torch you find on the ground and take it with you.

Wave the torch at the spiders ahead as you creep past them.



Beware: Spikes stab up from holes in the floor as you move among the spiders. Avoid the holes and be quick to press the onscreen button if you accidentally trigger the spikes. You can also follow the snake scale path on the floor to navigate the traps.



INDIANA JONES

and the
STAFF OF KINGS

Before scampering up the steps beyond the spiders, search the side passage to the right to discover Istanbul's final Fortune! There's also another torch over here if you need it.



ISTANBUL FORTUNE 12: GOLD WRITING CASE

Now head up the steps and run down the hall that follows.



Indy's torch suddenly goes out; step on the pressure plate ahead to drop to a lower passage, then quickly move before you're crushed by the sliding blocks.



After escaping the sliding blocks, pull a sarcophagus out from the far wall to trigger a pressure plate that opens a passage above.



Now pull a sarcophagus out from the left wall and use it as a stepstool to reach the narrow edge above. Shimmy to the right and climb up to the higher passage you've just opened.



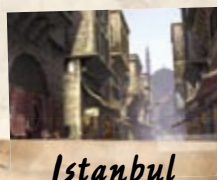
The passage leads Indy to a circular chamber with a large, peculiar mechanism hanging from the center: The Shepherd Bell. Stand on each of

the three golden disks on the ground and use Indy's whip to yank the bell's "arms."

The bell rings like a gong after you yank all three of its arms, and the water in its basin begins to shimmer, revealing a map! This must be the next clue to finding the Staff of Kings!

The chamber suddenly begins to rumble and the giant bell crashes down, smashing a hole through the wall. Indy takes the chance to flee, eventually popping out in the palace grounds.





Istanbul



Elephant Chase



Maggie finds Indy as he emerges in the grounds. The two need to make a hasty escape, and the young reporter has already acquired transportation

in the form of a trained elephant. Indy climbs aboard and the race out of Istanbul begins.



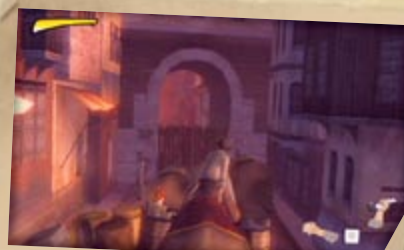
Many obstacles present themselves as you flee through the city streets. The first is a wall of wooden scaffolding; use Indy's whip to lash

the elephant's hide, making the beast race forward and smash through the timbers.

Three clotheslines are stretched across the street ahead, posing serious problems. Quickly press the onscreen buttons to duck each one and avoid a nasty demise.



Whip the elephant again to charge through the next wall of scaffolding, then duck the single clothesline beyond.



A closed wooden gate blocks the archway ahead. Whip the elephant to ram through the gate at top speed.

A car full of villains whips onto the street ahead of you, and the men begin shooting. Fire back to destroy the car before Indy suffers too much damage.



Glory Move: Sharpshooter

During the elephant chase, while Indy has his pistol out, take aim and shoot at the shop signs that hang from the sides of buildings on both sides of the street. Blast four signs as you race through the streets to complete Istanbul's final Glory move! (You may also shoot the bells at each end of the run, in addition to the signs.) There are quite a few signs to shoot at, but if you miss a bunch, simply let the Germans kill Indy so you can try again.



Keep shooting the enemy cars, and be ready to whip your elephant to smash through additional gates and scaffolding. Indy and Maggie soon

make good their escape, fleeing Istanbul with their lives—and valuable knowledge on where to go next.






INDIANA JONES and the STAFF OF KINGS

CHAPTER 5: NEPAL

Indy and Maggie have traveled to the snowcapped mountains of Nepal to continue their search for the Staff of Kings. However, when Indy awakes one morning, Maggie is nowhere to be found! Something must be wrong—Maggie would have to be crazy to brave these frigid cliffs by herself!

Fortune and Glory

Fortune Artifacts

Image	Name	How to Get	Got It?
	Ceremonial Collar	Smash a weak wall past the second strong wind gust along the snowy cliff	
	Ivory Buddha	Drop from a roof in the village before sliding down the streamer; search lower walkway	
	Jambhala Statue	Cross the crumbling walkway in the ice cave	
	Copper Indra	Inch along a narrow edge after whip-swinging across the ice cave; smash a weak wall	
	Mask of Bhairava	Visit the end of the long walkway near the ice cave's giant snake statue	

Glory

Name	Task	Cleared?
Learning to Fly	Throw all enemies off the cliff in the encampment	
Spelunking	Shoot down five stalactites during the escape	

Snowy Cliff



It's freezing outside, but you've got to find out where Maggie went. Leave the warmth of your cave and step out into the driving snow.

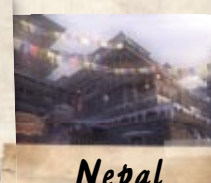


Indy's health steadily drains while he's out in the cold, so don't dally! Retreat to the starting cave to warm up by the fire if need be.

Trudge down the snowy trail as quickly as possible. When a powerful wind kicks up, use Indy's whip to latch onto a branch, then imitate the onscreen commands to avoid being blown away.



Keep moving after toughing it through the wind gust. A red flag marks a small stone shelter; hurry inside.



Nepal



Indy finds a small firepit inside the stone shelter. Press **Ⓐ** to kneel down next to the firepit, then follow the onscreen prompts to light a fire there just

as you would a torch. The fire's warmth fully restores Indy's health—and not a moment too soon!

Brave the cold once more and continue along the trail. Use Indy's whip to rappel up the wall at the trail's end and reach a higher trail above.



Careful: The higher trail starts to crumble under Indy's weight after he rappels up. Quickly press the onscreen button and dive to safety before the trail gives way.



Perform a wall hug next and shimmy along the narrow edge to the right, crossing back over the spot where the trail just collapsed.



When you can shimmy on foot no farther, drop and hang, then shimmy the rest of the way to the right. Drop to the snowy ledge below afterward.



Perform a wall hug and inch along a narrow edge, rounding the corner to the right. Continue trudging along the trail that follows.



Another frigid wind gust nearly blows Indy off the cliff. Again, use Indy's whip to hang on to a branch, and rush to imitate the onscreen

commands to ensure he isn't knocked off the mountain.

There's a cave just ahead, but before taking cover inside, turn left and quickly smash through the weak wall just outside the cave's entrance. The nook beyond holds a Fortune artifact!



NEPAL FORTUNE 1: CEREMONIAL COLLAR



INDIANA JONES

and the
STAFF OF NINE



Now hurry into the cave. There's no firepit in here, but Indy's health doesn't deteriorate while he remains in this shelter.



Put Indy's shoulder to use against the ice wall at the cave's end, smashing through to clear the way forward.

Heads up: Smashing the ice wall causes an avalanche, forcing Indy to run for his life! Hurry and press the onscreen button that appears to help Indy leap to a far ledge.

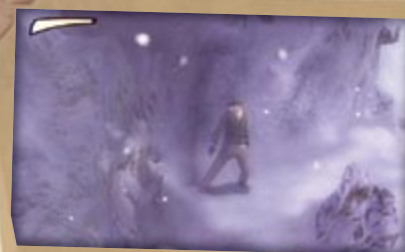


Indy loses his grip on the icy ledge after jumping across. Help him secure a handhold and climb up to safety.

Indy's nearly frozen by now, but not to worry: There's another stone shelter just ahead. Collect the wooden stick from the ground outside the shelter and then hurry inside.



Indy's health stops draining once he's inside the shelter, but only the warmth of a fire will heal him. Stand over the firepit and drop the stick, then strike flint to steel to set the timber ablaze.



Once Indy is back to full health, continue along the trail. Perform a wall hug at the trail's end and inch around the corner, then

shimmy along the narrow edge that follows.



CAUTION Certain parts of the narrow edge will crumble under Indy's weight, causing him to fall. Help him regain his balance and climb back up, then carefully hop over the gap to proceed.



Hang and drop from the narrow edge to reach the one below. Continue hanging and dropping from more narrow edges until you

reach the lowest one, then shimmy around the corner to the left.





Nepal



The narrow edges lead to yet another icy trail. Hurry into the cave ahead before Indy succumbs to the cold.

Indy's safe from the bitter chill inside the cave, but a nasty draft still blows from outside. Shove the large rock you find inside the cave to plug up the entrance.



Out of the cold at last! Find a stick and firepit on the ground nearby, and use them to start a fire just as you did before.

Ah, much better! Indy's back to full health, but he can't sit in this tiny cave forever. Smash through a weak wall to continue the search for Maggie.



Indy lands with a huff inside a giant cavern—which unfortunately serves as the den of a ravenous snow tiger! Imitate the onscreen commands to

help Indy flee to safer ground before he becomes lunch.

Indy struggles to climb out from the cavern, only to be helped out by a group of locals when he nears the top. (Who the heck would want to live way up here, anyway?)



Our hero receives quite a shock when he sees who the locals are working for. It's none other than Professor Kingston himself! The two have much to discuss and quickly retire to more hospitable surroundings.



INDIANA JONES and the STAFF OF KINGS

Mountain Village



Back at the locals' village, Professor Kingston explains that these people have been guarding the Staff of Kings for centuries. The Staff itself

is kept in a temple above the city, but the locals never allow anyone near it. Since Maggie tried to sneak into the temple, they're likely to be the ones responsible for her disappearance.



Kingston mentions something about two "Shepherds" being needed to activate the Staff, then grows concerned when Indy tells him

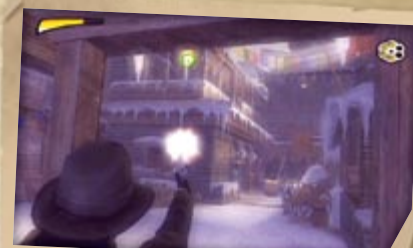
Magnus Völler is seeking the Staff, too. The old man urges Indy to enter the temple and recover the Staff before Völler.

Looks like you've got some more adventuring to do! Run through the village until Indy takes cover from a crew of armed Germans. Take your time and shoot carefully to dispatch these foes.



Shoot the vase on the left to ruin a potential enemy hiding spot. Blast the hanging lantern on the left balcony to bring it crashing down on an enemy's head.

Indy advances after you dispatch the first wave of Germans, taking position to fire on enemies in a side street. Shoot at the hanging lanterns to send them crashing down on the villains' heads.



Wipe out the last few Germans after Indy advances for a second time to secure the area.



When the bullets stop flying, run to the end of the street and climb the wall on the left to reach a higher passage.

More armed Germans open fire from a far balcony. Shoot the dynamite-filled barrels to simplify this gunfight.





Nepal



A mob of enemies races toward Indy after the shootout. Use the nearby boards and shovels as weapons, and grapple and slam these enemies into the unyielding stone walls.



Cross the lower walkway and drop to the next walkway below to claim the Fortune artifact you noticed earlier.



These enemies don't count toward the "Learning to Fly" Glory move, so it doesn't matter how you decide to take them out.

After beating up the enemies, swing across the gap in the walkway ahead, taking note of the Fortune artifact you see on a distant low ledge.



After finding your Fortune, climb back up to the building's roof and then use Indy's whip to zip down a colorful streamer.



Indy doesn't quite clear the distance; help him regain his grip and climb up onto the far walkway after the swing.

Indy crashes into a distant building at high speed, his landing partly softened by a stunned German who was guarding Maggie. The young woman seizes the opportunity to flee.



Cross the wooden walkway and climb onto the roof of the building ahead. Drop and hang from the far corner of the roof, then drop again to land on a lower walkway.



Beware: Indy falls under heavy fire as he exits the building. Rapidly imitate the onscreen commands to help him sprint to safety.

INDIANA JONES

and the
STAFF OF KING



Return fire on the trigger-happy Germans, blasting a dynamite barrel to send a tall platform crashing down on them.



Enough of this tomfoolery—dash into the nearby cavern to continue your trek toward the temple.

German Encampment

Indy makes a less-than-stealthy entrance into the camp when a shoddy ladder gives way under his weight. Guess you'll have to deal with these guys the old-fashioned way!



CAUTION The Germans in the encampment all carry formidable melee weapons. Use Indy's whip and disarm them before things get ugly.

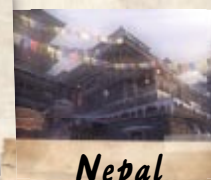
Glory Move: Learning to Fly

To quickly dispose of the Germans at the encampment—and complete a Glory move in the process—grapple each one and then shove them over the edge of the nearby cliff. (It helps to stun the men with punches and counters before heaving them over.) Toss every German here off the cliff to complete your first Glory move in Nepal!



Indiana
Jones
1935
U.S. POSTAGE





Nepal



A few more Germans are busy rigging explosives to a boulder up the trail ahead. Show 'em how hard Indy's fists can be.



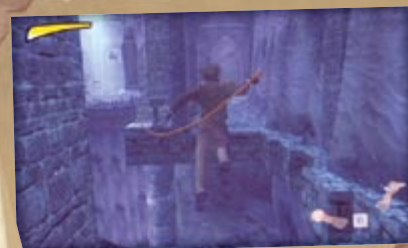
Grab the Fortune artifact that sits on the ground beyond the crumbling walkway—you can't miss it.



After dealing with the Germans, kneel down next to the fuse they were about to light and ignite it just as if you were lighting a torch.



NEPAL FORTUNE 3: JAMBHALA STATUE



Turn around after collecting the Fortune and whip-swing back across the chasm to reach a side passage. Sprint up the stairs that follow.



Boom! No more boulder. Sprint up the trail beyond to enter a giant cavern.

Turn right at the top of the stairs and run along the circular balcony. Find a spot where you can whip-swing across the cavern, and do so.



Ice Cave

Indy finds himself in a large frosty cavern, surrounded by statues. Dash across the brick walkway ahead without stopping—it collapses as you go.



Indy barely grabs onto the far ledge, which starts to crumble under his weight. Hurry to help him regain his grip, then quickly shimmy to the right and climb up before the edge gives way.



INDIANA JONES and the STAFF OF KINGS



Ignore the pit on the left side up ahead, and head for the narrow edge running along a stone wall to the right instead. Perform a wall hug and inch along the edge.

Smash through a weak section of wall beyond the narrow edge to reveal another Fortune artifact! Pocket the prize and then inch back along the edge.



NEPAL FORTUNE 4: COPPER INDRA



Now return to the pit you noticed earlier and whip-swing across to advance.

Rappel up the stone wall beyond the pit to reach a higher plateau.



Notice an odd sculpture of two snakes on a wall across a short gap. Use Indy's whip to latch onto the snake sculpture and pull the wall downward, creating a bridge.



Turn right after crossing the wall-bridge and run down a long walkway to claim Nepal's fifth and final Fortune artifact from the far end.



NEPAL FORTUNE 5: MASK OF BHAIRAVA

Backtrack a bit and turn right, crossing a stone walkway. The old stones begin to collapse under Indy's weight—be quick to press the onscreen button and help Indy dive to safety.



Find another wall with a sculpture of two snakes and yank it down with Indy's whip as you did the first, creating another bridge across another short gap.





Nepal



Turn right and grab onto the giant ballista inside the huge snake statue. Pull the ballista backward to build tension until its spears are at last launched at the snake statue.



Striking the snake statue with the ballista triggers a complex mechanism that opens a small cage back where you entered the ice cave. The burning bush has been revealed—but it still needs to be lit.



Run to the end of the long walkway where you found the fifth Fortune artifact. Whip-swing from the walkway's end this time to make Indy hitch a ride downward.



Indy lands right near the burning bush. Kneel down and light a few sparks to set the bush ablaze.



With the burning bush alight, a new bridge is formed across the nearby chasm. Sprint across and up the stairs that follow.

Temple



Indy comes to a wide chamber with a large reed basket in the middle. Shove the basket forward to return it to its proper place.



Beware: Spike-lined chariots descend on Indy as he shoves the basket along. Be quick to press the onscreen button and save Indy from being run through.

Finish moving the basket after dodging the chariots, placing it on the circular pressure plate beneath the statue near the far stairs. This opens a secret passage beyond the stairs; dash up and head through.



INDIANA JONES and the STAFF OF KINGS

Staff Chamber

The passage leads to a giant, frigid chamber. Run to the far side and use Indy's whip to remove large chunks of ice covering two thick chains on the wall.



Backtrack across the room and step onto the circular pressure plate you passed when you entered. The pressure plate can be activated now that you've freed the chains, causing fire to shoot out from the far statues, melting the ice on the cavern's outside walls.



Check the alcoves where the ice has been melted to find a statue in each. Slide these statues out from the wall and place them on the steel floor tiles in line with the first two fire-shooting statues.



With both statues in place, return to the pressure switch and activate it once more to melt even more ice on the outside walls.



Shove the two additional statues you discover in the newly formed nooks onto the last two steel floor tiles. This returns the room to its proper

form; step on the pressure switch afterward to send the statues skyward and reveal a secret elevator in the center of the chamber.



Approach the elevator to claim its contents: the Staff of Kings!



Nepal

Look out: Many more spear-lined chariots race toward Indy once he's taken the Staff. Imitate the onscreen commands as fast as you can to help Indy flee with his life.



Escaping the Temple



On his way back through the temple, Indy is surprised to see Maggie waiting for him. Unfortunately, the woman isn't about to let Indy go—she's

been working for British Intelligence all along, on a secret mission to destroy the Staff before Völler could acquire it!

Before Maggie can fulfill her duty, Völler and his cronies arrive and take the Staff from Indy. They grab Maggie, then detonate an explosive charge that seals Indy inside the temple.



Turn around and cross the chamber, spying some thick ice that's holding one of those deadly chariots in place. Climb onto the large nearby stone and then lash away the ice to free the chariot.



Bam! The chariot crashes into the wall, smashing it to pieces. Looks like you've found your way out of here!



INDIANA JONES and the STAFF OF KINGS

Raft Escape



Indy's in a hurry and devises a quick escape! He shoves a basket into the rushing rapids, then climbs aboard to flee the scene via water raft!

Watch carefully for onscreen commands as you speed down the rapids and be quick to imitate them to steer Indy's raft, saving him from slamming into boulders and outcroppings.



Rows of stalactites stretch across the water's surface, posing grave threats. Indy pulls out his pistol when stalactites are on the horizon;

quickly shoot them down to pass through unscathed.

Glory Move: Spelunking

During the raft escape, at any time while Indy has his pistol out, shoot down five stalactites (those big icicles hanging down from the cavern's ceiling) to complete Nepal's second and final Glory move! As always, if you miss a few stalactites in a row, simply crash into something so you can start over.



Indy sails over a waterfall and nearly tumbles into the water when he lands. Quickly imitate the onscreen commands to help Indy regain his balance.

Indy pulls out his pistol after he catches his balance—a massive hunk of ice blocks the end of the passage ahead. Hurry and blast the ice away before it's too late.



The raft ride comes to an end with Indy flying out from the mountain and landing atop...a zeppelin? This monstrosity could only belong to the Germans and that wicked Magnus Völler!





Odin

CHAPTER 6: ODIN

At last, Dr. Jones has managed to infiltrate the villainous Magnus Völlers base of operations—a giant zeppelin airship! The time has finally come to put a stop to this madman's plans, once and for all.

Fortune and Glory

Fortune Artifacts

Image	Name	How to Get	Got It?
	Germanic Shield	Dodge the first jump during the final chase	
	Germanic Cup	Soar off the second jump during the final chase	

Glory Move

Name	Task	Cleared?
Firefighter	Disable three enemies by shooting the fire extinguishers	

Crane Game



Indy falls under heavy fire while sneaking into the zeppelin's cargo hold. Using quick thinking, our hero activates a crane that knocks

the enemy gunman through a large opening in the zeppelin's floor!



Uh-oh, more Germans! Indy's in big trouble if the men manage to climb the ladders and reach him, so use the crane to knock them

about. Just hold the Wii Remote upright and tilt it like a control stick to maneuver the crane, causing the big hanging piano to swing around.



TIP You don't need to knock the soldiers into the central opening; simply strike them with the big hanging piano to defeat them.



The German troops must first climb a far pair of ladders to activate switches that lower the closer ladders. It's game over if they manage to climb the

ladders near Indy, so guard the two closest ones with your life!



TIP Move the crane straight up and down each side of the cargo hold to build up momentum. This causes the hanging piano to tilt, helping you clip enemies even if they're already climbing the ladders.



It may take a few tries to clear this tricky scenario, but it gets easier as you become acquainted with the controls and the piano's momentum.

Just focus on the enemies and be quick to bash them before they reach those ladders.

INDIANA JONES and the STAFF OF KING

Hangar Shootout



Indy advances to a long walkway, then ducks for cover. Armed soldiers rush down from ramps to the right, taking cover behind crates before

opening fire. Pick off as many enemies as you can when they first run into the area and are exposed.

Glory Move: Firefighter

Keep your eyes peeled for metal fire extinguishers on the walls throughout this gun battle. The extinguishers go off when shot; blast them while enemies are nearby, using the fire extinguishers to defeat a total of three bad guys and complete your very last Glory move!



Next, Indy advances toward a ramp. Again, shoot the soldiers as they charge in from the right and left, dropping as many as possible before they reach cover.



Indy races up the ramp and ducks behind the crates the last wave of soldiers had been using for defense. Stay behind the metal crates as

you fire on the distant enemies; the wooden ones shatter.





Odin

Indy crosses to the far walkway and takes cover once more. Blast the enemy troops as they dash down the ramps to the left, dispatching as many as possible before they dig in.



Eventually, Indy is forced out of his hiding spot. He runs and nearly falls from the zeppelin, but makes a last-minute grab onto the wing



of a docked plane. Better take out the soldiers on the far walkway before the situation gets any worse!



Climb the nearby ladder to reach a higher walkway, then run to the left to find a spot where Indy can tie off and rappel downward.

Rappel down the side of the zeppelin until Indy's feet are right over a window. Smash through to reach a room full of Germans who are just itching for a fight.



Zeppelin Exterior

After narrowly surviving the onslaught of Germans in the hangar, Indy heads outside for some fresh air. Whip-swing across the wide gap between the walkways to proceed.



Oops, Indy doesn't quite make it! Quickly help him regain his grip and climb up to solid ground.

Odin's Mess Hall

Indy crashes into a barracks packed full of German soldiers. This is the toughest brawl of them all, so don't hold back! Disarm enemies and turn the ample array of available weaponry against them. Grapple and slam foes into tables and walls for fast KOs.



CAUTION



The larger soldiers in dark pants are dangerous bruisers. Use weapons and counters to best these formidable brutes.



INDIANA JONES

and the
STAFF OF KINGS

Magnus the Monster



Indy has saved Maggie, but Professor Kingston is still being held by Völler and his flunkies. They can't leave without rescuing the old man!

Indy and Maggie sneak into Völler's chambers just in time to hear the madman give his triumphant victory speech to his former teacher. It seems nothing will stop Magnus from seeing this through to the bitter end.



An alarm is raised and Völler draws his pistol on Indy. Before Magnus shoots, Professor Kingston leaps from his wheelchair—only to be shot dead in Indy's place.



Consumed by his lust for power, Magnus grabs the Staff of Kings and unleashes all its might. The night sky flashes with a terrible force, and everything goes white.



Indy and Maggie awaken in unfamiliar surroundings—apparently, the bottom of the ocean! The Staff's otherworldly power has parted the waters just as

Moses parted the Red Sea during his escape from Egypt.



The two catch a glimpse of Magnus racing off on a motorcycle, Staff of Kings in hand. Indy and Maggie jump aboard another nearby

motorcycle with a sidecar and speed off in pursuit. Time to end this insanity!





Odin

Final Chase



This final chase is quite challenging and demands sharp reflexes. Hold the Wii Remote and Nunchuck before you as if you were holding Indy's bike's handlebars.

Hold **Ⓡ** to accelerate, and turn them left and right to steer.



CAUTION Don't crash into the outside walls of water or you'll fail. Stay in control and try to remain near the middle of the road.



Dodge the first boulder on the left as you speed after Völler, then quickly cut back to avoid the second boulder on the right.

Völler puts on a show and uses the third boulder like a ramp, catching some air. Don't follow him; circle around the rock instead to claim the first of Odin's two Fortune artifacts!



ODIN FORTUNE 1: GERMANIC SHIELD

Keep to the middle of the trail for a while after nabbing the first Fortune—there are many dangerous rock formations along the outside walls. Hold **Ⓡ** to maintain speed as you buzz down this stretch.



Völler circles around the next ramp-shaped boulder, but you shouldn't. Build speed and launch off the rock instead, grabbing the final Fortune artifact that floats high in the air.



ODIN FORTUNE 2: GERMANIC CUP



Continue speeding after Völler, keeping close to the trail's center as you weave between the large rock formations that follow.



A crew of German soldiers soon races up behind you on motorbikes. Your controls change as Indy turns around to blast them with his

pistol: Point the Wii Remote at the screen and press **Ⓡ** to fire as you normally would, but also press **◀** and **▶** to steer your bike and avoid the heavy cannon fire hailing from the zeppelin overhead.

INDIANA JONES and the STAFF OF KINGS



Stay out of the zeppelin's spotlight to avoid being targeted.

Indy soon returns his attention to the chase at hand. Hold the Wii Remote and Nunchuck before you once more, holding **Ⓑ** to accelerate and keep up with Völler as he races up a long, narrow rise.

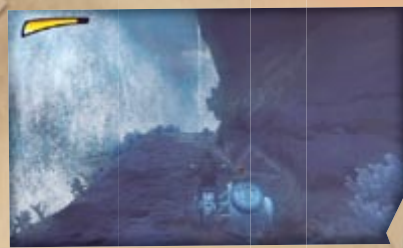


Release **Ⓑ** to slow down as the trail dips. Steer sharply from side to side to weave between the upcoming rocks.

Völler soon leads Indy up another narrow rise. Keep close to the middle and make minute steering adjustments to remain on course, releasing **Ⓑ** to slow down as needed.



The second narrow trail ends with a big jump. Do your best to straighten out when you hear Völler shout "Just die already!" so that you launch straight off the jump without veering. Hitting the jump at even a slight angle usually lands you in deep water, so strive not to swerve.



All right, time to end this. Indy pulls out a giant rocket launcher that was attached to his bike. Take aim like you're shooting his pistol and fire away at Völler

while pressing **◀** and **▶** to dodge the oncoming rock columns. Hit Völler twice before he makes good his escape to bring this chase to an end.



Völler flashes and taunts Indy each time he's struck, so you always know when you've hit him.



Indy finally catches up with Völler and immediately grabs hold of the Staff. A fist to Völler's jaw sends the man tumbling into the surrounding

water, sealing his fate. Indy speeds onward, zipping up to dry land.





Odin

Overcome by some mysterious force, Indy suddenly stops and raises the Staff to the heavens, calming the ocean and returning it to normal. What power!



As they catch their breath, Maggie jokingly reminds Indy that her mission is to keep the Staff away from "unsavory" types, and moves in close. The two share a warm embrace...



...But before Indy can make a move, the Staff of Kings suddenly transforms into a serpent and slithers away! Ah, well...some things are better left to take care of themselves!



NOTE Congratulations, you've beaten the game! The remaining chapters cover the extra content you've unlocked by finding all those Fortune artifacts and beating all those Glory moves, so don't stop reading just yet!



INDIANA JONES and the STAFF OF KINGS

SECRETS AND EXTRAS

Curious about *Indiana Jones and the Staff of Kings* bonus content? You've come to the right place! This chapter fully reveals all game secrets and extras, including quick-reference tables to help you track down every Fortune artifact and complete each Glory move. Claim that Fortune and Glory to unlock all sorts of special content!



*The only extra game mode not covered in this chapter is *Indiana Jones and the Fate of Atlantis*; see the next chapter of this guide for a complete walkthrough of that classic PC adventure.*

Fortune and Glory

Search every nook and cranny for Fortune artifacts, and strive to complete Glory moves whenever they're available. Doing so unlocks special extras, as detailed in the following tables.

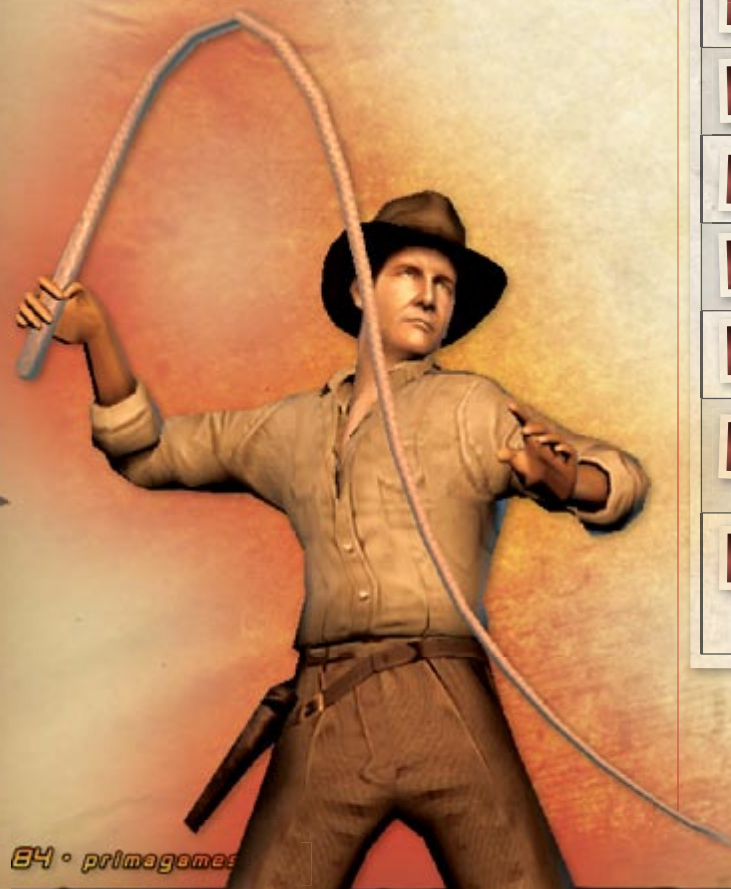


Fortune Artifacts - Sudan








Image	Name	How to Get	Got It?
	Nubian Bust	Backtrack from start; climb ledge	
	Limestone Tablet	Burn second cobweb before bridge	
	Gold Ram's Head	Search tent near German campsite	

Fortune Artifacts - San Francisco













Image	Name	How to Get	Got It?
	Gold Bowl	Backtrack from start; climb fence	
	Ceramic Figures	Search Lao Che Lounge's basement	
	Bronze Flask	Look behind a truck before entering firework factory	
	Bronze Horses	Search firework factory balcony after the first shootout	
	Gold Censer	Check behind a fence after exiting firework factory	
	Dog Statue	Shimmy across billboard after whip-swinging to fire escape	
	Ming Vase	Look behind movable bookcase in Archie's shop	
	Earthenware Jar	Shimmy across old ship's deck before entering Star of the Orient	
	Ancient Bank Note	Shimmy across narrow edges near stairs leading to Star of the Orient's captain's quarters	








Fortune Artifacts - Panama

Image	Name	How to Get	Got It?
	Jade Figurine	Climb down broken bridge near start	
	Ceramic Bowl	Search the top of the archway near the pillagers' camp	
	Ceramic Figurine	Rappel up the wall between the first two sliding blocks	
	Wooden Figurine	Rappel up the wall in the pitfall passage	
	Jade Pendant	Smash through the weak wall in the hanging weight chamber	
	Death Mask	Search behind the waterfall past the ball court	
	Ceramic Monkey	Visit the far-right ledge while navigating the cliff outside the temple	



Fortune Artifacts - Istanbul

Image	Name	How to Get	Got It?
	Royal Shield	Run straight down the hall from the start	
	Royal Gauntlets	Search the nook near the second mosaic	
	Gold Belt Buckle	Search the pavilion after shooting all the German spies	
	Gold Relic	Dash between the two sliding blocks after jamming their gear with a skull	
	Holy Book Receptacle	Enter the chamber near the sliding block corridor by knocking over a sarcophagus	
	Crystal Bottle	After passing the second sliding block hall, drop to waterfall ledge and shimmy over to far ledge	
	Royal Crown	Check the side passage to right of the third mosaic	
	Dagger of Topkapi	Leap past the first pair of gears in the gear room; explore a side passage to the right	
	Gold Flask	Search a nook at the top of the gear room after whip-swinging twice	
	Selim's Water Bottle	Search an alcove at the top of the gear room after shoving a sarcophagus	
	Bejeweled Aigrette	Press three-sword button and then one-sword button in the circular puzzle room; smash weak wall	
	Gold Writing Case	Search a side passage to the right of the spiders in the cisterns	

Secrets and Extras**Fortune Artifacts - Nepal**

Image	Name	How to Get	Got It?
	Ceremonial Collar	Smash a weak wall past the second strong wind gust along the snowy cliff	
	Ivory Buddha	Drop from a roof in the village before sliding down the streamer; search lower walkway	
	Jambhala Statue	Cross the crumbling walkway in the ice cave	
	Copper Indra	Inch along a narrow edge after whip-swinging across the ice cave; smash a weak wall	
	Mask of Bhairava	Visit the end of the long walkway near the ice cave's giant snake statue	

Fortune Artifacts - Odin

Image	Name	How to Get	Got It?
	Germanic Shield	Dodge the first jump during the final chase	
	Germanic Cup	Soar off the second jump during the final chase	



INDIANA JONES and the STAFF OF KINGES

Fortune Unlockables - Wii

Artifacts Collected	Unlockables	Unlocked?
2	Concept Art Gallery: "Sudan"	
4	Movie Trailers: "Raiders of the Lost Ark"	
6	Skins: "Big Heads" (all characters)	
8	Concept Art Gallery: "Co-op Levels"	
10	Movie Trailers: "Indiana Jones and the Temple of Doom"	
12	Concept Art Gallery: "Allies"	
14	Concept Art Gallery: "San Francisco"	
16	Skins: "Tuxedo Indy"	
18	Concept Art Gallery: "Panama"	
20	Concept Art Gallery: "Extras"	
22	Concept Art Gallery: "Enemies"	
24	Movie Trailers: "Indiana Jones and the Last Crusade"	
26	Concept Art Gallery: "Nepal"	
28	Concept Art Gallery: "Istanbul"	
30	Movie Trailers: "Indiana Jones and the Kingdom of the Crystal Skull"	
32	Concept Art Gallery: "Odin and Seabed"	
34	Skins: "Henry Jones (Sean Connery)"	
36	Skins: "Han Solo"	
38	Concept Art Gallery: "Cutting Room Floor"	

Fortune Unlockables - PS2

Artifacts Collected	Unlockables	Unlocked?
2	Concept Art Gallery: "Sudan"	
4	Movie Trailers: "Raiders of the Lost Ark"	
6	Skins: "Big Heads (all characters)"	
10	Movie Trailers: "Indiana Jones and the Temple of Doom"	
12	Concept Art Gallery: "Allies"	
14	Concept Art Gallery: "San Francisco"	
16	Skins: "Tuxedo Indy"	
18	Concept Art Gallery: "Panama"	
20	Concept Art Gallery: "Extras"	
22	Concept Art Gallery: "Enemies"	
24	Movie Trailers: "Indiana Jones and the Last Crusade"	
26	Concept Art Gallery: "Nepal"	
28	Concept Art Gallery: "Istanbul"	
30	Movie Trailers: "Indiana Jones and the Kingdom of the Crystal Skull"	
32	Concept Art Gallery: "Odin and Seabed"	
34	Skins: "Henry Jones (Sean Connery)"	
38	Concept Art Gallery: "Cutting Room Floor"	



Secrets and Extras

Wii Glory Moves – Sudan

Name	Task	Cleared?
Shelved	Make a shelf fall down on at least three enemies at once	
Hot Shot	Destroy at least four enemy planes	

Wii Glory Moves – San Francisco

Name	Task	Cleared?
Rain on Me	Pole kick two enemies in the firework factory	
Octopus Wrestler	Dispose of two enemies using the octopuses in the Lao Che Lounge	
Lights Out	Dispose of two enemies using the chandelier in the Secret Store	

Wii Glory Moves – Panama

Name	Task	Cleared?
Heavy Handed	Kill 10 enemies using weapons in the jungle	
Aries Rising	Have the goats ram into at least two enemies	
Fireproof	Beat Sudao without taking any damage	
Slick Moves	Finish the ball court without taking any damage	

Wii Glory Moves – Istanbul

Name	Task	Cleared?
Vandal	Kill three enemies in the museum using armor pieces	
I Dub Thee	Use the statues in the harem to kill three enemies	
Sharpshooter	Hit four street signs during the elephant chase	

Wii Glory Moves – Nepal

Name	Task	Cleared?
Learning to Fly	Throw all enemies off the cliff in the encampment	
Spelunking	Shoot down five stalactites during the escape	

Wii Glory Move – Odin

Name	Task	Cleared?
Firefighter	Disable three enemies by shooting the fire extinguishers	

Glory Unlockables - Wii

Glory Moves Completed	Unlockables	Unlocked?
1	Extra Game Modes: "Indiana Jones and the Fate of Atlantis" (classic PC game)	
2	Combat Arenas: "Sudan Camp" arena and "Survival" mode	
3	Multiplayer Combat Games: "Planes" and "Blue Sky" arena for "Planes" and "Last Man Standing" mode for "Planes"	
4	Multiplayer Combat Games: "Tanks" and "Open Fields" arena for "Tanks" and "Last Man Standing" mode for "Tanks"	
5	Combat Arenas: "Countdown" mode	
6	Combat Arenas: "Lao Che Lounge" arena	
7	Multiplayer Combat Games: "Top Score" mode for "Planes"	
8	Multiplayer Combat Games: "Top Score" mode for "Tanks"	
9	Combat Arenas: "Secret Store" arena	
10	Multiplayer Combat Games: "Pillars of the Earth" arena for "Planes"	
11	Combat Arenas: "Harem" arena	
12	Multiplayer Combat Games: "City Fight" arena for "Tanks"	
13	Multiplayer Combat Games: "Countdown" mode for "Planes"	
14	Multiplayer Combat Games: "Countdown" mode for "Tanks"	
15	Combat Arenas: "Odin's Mess Hall" arena	

INDIANA JONES and the STAFF OF KINGS

Extra Game Modes



Complete Glory moves to unlock awesome extra game modes, including Combat Arenas and Multiplayer Combat Games!

Combat Arenas



unlock different Combat Arenas and play modes. The more Glory moves you complete, the more Combat Arena action you can enjoy!



NOTE Combat Arenas can be played by up to four players on the Wii, each taking turns using the same controller to see who can achieve the highest score. Combat Arenas are not available on the PS2.

There are two special game modes for Combat Arenas:

Survival: Survive as many waves of enemies as possible!

Countdown: Dispatch more enemy players in a limited time!

Sudan



The first Combat Arena you unlock is Sudan—the brawl from the end of the stage just before Indy makes his daring escape by plane. Though this is the first

Combat Arena, it's one of the more difficult because of the frequent appearance of weapon-wielding enemies. Use grapple moves and Indy's whip to disarm these dangerous foes as soon as you see them enter the fray!

Slamming enemies into tables is a great way to score fast KOs at Sudan, so stick by the tables. You'll find lots of wrenches and shovels within easy reach near the tables, too.



Use Indy's whip to pull down the tall shelves for guaranteed kills!



Lao Che Lounge



The second Combat Arena that unlocks is Lao Che Lounge—the same fight Indy faces when sneaking into the pool hall.

This is one of the easier Combat Arenas because of the plentiful array of weapons and unyielding objects Indy can slam foes into.

Spend lots of time hanging out near the pool table and bar, as Indy can grapple and smash enemies into both for rapid KOs.



Secrets and Extras



If you feel like branching out, barstools and chairs can be tossed for fast KOs.

Grapple and slam enemies into the aquariums, then toss the hapless octopuses at other foes afterward for instant kills!

Secret Store



The third Combat Arena you unlock is the Secret Store, which Indy discovers while exploring his friend Archie Tan's antiques shop during the main adventure.

This one can be rough because many enemies enter the arena armed with glass bottles, which they're quick to throw at Indy. Close in fast on the first two baddies and disarm them, or simply grapple and slam them into central display cases.

Because so many enemies wield bottles, it's best to stick near the table where they appear so you can quickly grapple and slam each one into the table

the moment they arrive. This isn't the most exciting way to win, but it's certainly effective!



If you feel like spicing things up, you'll find lots of throwable bottles and statues on the tables that run along the outside walls. Naturally, Indy can slam enemies into these tables for fast KOs.



Try smashing enemies into armor suits to knock the suits apart and acquire new weapons. Archie won't be pleased, but he's a pretty understanding guy.

Harem



The fourth Combat Arena that unlocks is the Harem from the Istanbul stage. This one can be tough because of the many armed enemies and

the wide-open nature of the stage (no knight statues this time). Keep moving to avoid thrown objects, and turn the tables on armed baddies by whipping or grappling their weapons away so that you can use them instead.



Grab and toss the chairs you find near the small wooden tables at foes for fast KOs.

INDIANA JONES and the STAFF OF KINGES



The small wooden tables collapse if you slam enemies into them, yielding wooden table legs that can be used as weapons!

Odin's Mess Hall



Complete every Glory move in the game to unlock the final Combat Arena: Odin's Mess Hall. You face lots of big bruisers here (the larger soldiers

in dark pants). Don't try to grapple these guys or Indy will eat a knuckle sandwich. Instead, dodge and counter their attacks, batter them with weapons, or use Indy's whip to tie them up and deliver punishment that way.

CAUTION



Avoid whipping the bruisers' feet—Indy mounts and punches them afterward, which leaves him vulnerable to other foes.

On the other hand, non-bruiser types can be easily grappled and slammed into the mess hall's tables for fast KOs.



When you tire of using the tables, try smashing foes into the diving suits and aquariums to shatter them and gain extra weapons!



Also, use Indy's whip to yank pictures down from the walls and onto the heads of nearby enemies, defeating them instantly!

Multiplayer Combat Games



Multiplayer Combat Games are exciting battles you can participate in with friends, competing against one another to see who's the best over a variety

of game modes. Complete Glory moves during the main adventure to unlock different Multiplayer Combat Game modes and arenas. The more Glory moves you complete, the more Multiplayer Combat Games you can play!



NOTE Multiplayer Combat Games can be played by up to four players at once on the Wii, but are not available on the PS2.

There are two major match types for Multiplayer Combat Games:

Planes: Fly planes and fire machineguns to blast your rivals from the sky!

Tanks: Climb into the belly of a steel beast and crush the competition with superior firepower!

After choosing your match type, pick from one of the three available game modes:

Last Man Standing: Be the last player alive.

Top Score: Whoever knocks out the other players more wins!

Countdown: Dispatch more enemy players in a limited time.

Secrets and Extras



Whether you're playing Planes or Tanks, and regardless of your game mode, the basic strategy to winning Multiplayer Combat Games involves chasing

down your opponents and blasting them from odd angles so they can't easily return fire. Keep moving, stay alert, and use your radar to keep tabs on your foes.

Controlling each arena is also important: Don't let your rivals claim those valuable pickups! Green fedoras replenish your health when

collected, while red ones provide a brief yet dramatic boost to firepower. Whoever claims those red fedoras the most often usually turns out the victor!

TIP

Collect green fedoras even when you don't really need them to prevent your rivals from healing up.

Planes

Choose "Planes" to challenge your friends to white-knuckle aerial dogfights. You must hold the Wii Remote in front of you during Planes matches, tilting it left and right to turn, and back and forth to climb and descend. Press **Ⓡ** to fire your plane's machineguns and **Ⓢ** to gain a temporary boost of speed.

NOTE

Your targeting reticle turns red as you fire, indicating that your guns are overheating. Avoid firing when you're unlikely to score hits or you may find yourself unable to shoot when it really counts!

Blue Sky Arena



The Blue Sky arena features lots of tunnels and passages—great places to slip behind foes and spray them with bullets.



It's dangerous flying behind the pillars because it's so easy to crash. The rewards are worth it, though; search behind pillars to discover all sorts of hidden

goodies—like firepower-boosting red fedoras!

Pillars of the Earth Arena

This arena is wide-open, promoting frantic dogfights with few places to hide. Make regular passes near the central temple and try to swipe the red fedora as often as you can.



Green fedoras hover above the outside pillars, but there's another way to recover health in this arena: Buzz through the waterfalls, soaking your plane to extinguish its fire and regain full health!



INDIANA JONES and the STAFF OF KING

Tanks



Select "Tanks" as your match type to battle your friends in explosive wars waged on land. Use the analogue stick to steer your tank, and point your Wii

Remote at the screen to spin your cannon and line up targets. Press **A** to fire your tank's machineguns and **B** to unleash its devastating cannon.



TIP Once you've lined up a target, hold **A** while tapping **B** to pelt them with bullets and bombard them with cannon blasts at the same time!

Open Fields



The Open Fields arena features a good blend of trails and open areas, but its layout can be a bit confusing at first. Stick close to small collections of

pickups that lie near rocks you can use as cover, and try not to forget where the best pickups lie (such as pairs of red fedoras).



One good place to hunker down is the tiny tunnel with the green fedora pickup. You can only be attacked from the front or rear while you remain in the

tunnel, and the green fedora keeps your tank in good repair. There's even a red fedora within easy reach when you feel like cruising out to get it.

City Fight



This rectangular arena features a wide-open center with clusters of buildings, walls, and factories at its sides and ends. Crossing the middle area is risky; try to

stick near the buildings so you can use them as cover.



CAUTION There are minefields in this arena! Shoot the mines to destroy them from range, or leave them be and hope your enemies blunder into them.



You'll find most of this arena's pickups are stashed near the buildings, giving even more incentive to avoid the middle ground.

Secrets and Extras

Co-op Journeys



Grab a buddy and select "Co-op Journey" from the main menu to explore a cool two-player mode that follows Indy and his dad through an exciting

adventure. In these special cooperative missions, the father-and-son duo must work together to overcome countless obstacles on their way to stopping some very nasty looters and pillagers!

NOTE

During Co-op Journeys, Player 1 controls Indy and Player 2 controls his dad. The control schemes change from chapter to chapter, so pay attention to the onscreen diagrams that precede each segment! Co-op Journeys are only available on the Wii.

Chapter 1: Rafting Down the River

Indy and his dad have heard of looters in South America and suspect they may be stealing artifacts from an ancient temple. But before the two can reach the temple, they must first paddle down a long, rushing river full of danger!



Indy controls the raft's left paddle throughout this segment and his dad (Henry Jones, Sr.) controls the paddle on the right. Each player should

hold their Wii Remote sideways in front of them and row it like an oar.

- If Indy rows without Henry, the raft veers to the left.
- If Henry rows without Indy, the raft veers to the right.
- If both Henry and Indy row together, the raft moves forward with a burst of speed.
- Either player may press **A** to slow the raft down.



and steer clear of rocks, logs, crocodiles, whirlpools, and natives who throw flaming sticks.

To clear this segment, all you have to do is paddle along the river, coordinating with your partner to avoid obstacles and dangers.

Take your time



Your raft suffers greater damage from collisions when you travel at high speeds, so don't rush things unless you feel you have to. Take it nice and slow, and just let the

current drag you along. Focus on veering right and left to slip past hazards.

TIP

If a collision seems imminent, hold **A** to slow down and reduce the force of impact.

The river forks about halfway through, giving you the choice of heading right or left. The current is faster on the right, so keep left if you want a smoother, easier ride to the river's end.



INDIANA JONES and the STAFF OF KING

Chapter 2: The Temple



The Jones's river rafting has led them to the foot of the temple they set out to find. A bit of climbing is in order before they can head inside.

First, Indy must step on a pressure plate to lower some spikes near Henry. This allows Henry to reach a pressure plate and lower the spikes on the ledge ahead of Indy.



CAUTION Don't step off the pressure plates until your partner has cleared their spikes, or they'll get a nasty surprise when the spikes shoot back up!



Indy eventually reaches a ledge with a button sticking out from the temple wall. Stand before the button and press **A** when you see the icon

appear onscreen to push the button, lowering a ledge for Henry so he can reach the next button above.

Continue taking turns with your partner, pressing buttons and stepping on pressure plates to help each other climb the temple. The only real dangers here are the spikes and the risk of falling, but both are easy to avoid if you take your time and think things through.



Once inside the temple, each player should light one of the torches on the ground to illuminate their surroundings a bit.



Beware: The hallway ahead is lined with floor tiles, many of which are pressure plates that cause fire to blast out from the dragon statues along

the walls if you step on them. The dragons' flames are fatal, so you must tread carefully. Here's where to step to pass through unscathed:

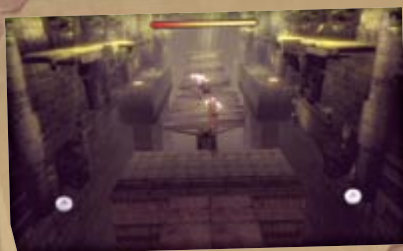
1. Anywhere on the first row of tiles.
2. The second row's right tile.
3. The third row's right tile.
4. Cross the third row of tiles, moving to its left tile.
5. The fourth row's left tile.
6. The fifth row's left tile.
7. Cross the fifth row, moving to its right tile.
8. The final row's right tile.



Climb the ledge beyond the floor tiles and approach the large stone pedestal ahead. Both players must stand before the tile and press and

hold **A** to grab hold of it, then shove it backward into the recess in the wall behind it.

Secrets and Extras



The pedestal slides into the floor, revealing a row of balance platforms. Stand near the edge and press **A** when you see the button icon appear onscreen to leap across.

Careful: These platforms tilt under the Joneses' weight! Stand near the center to keep them balanced, or counter each other's weight by standing near the sides.



Both players should leap from the second balance platform to reach a pair of pressure plates on the side ledges. Take turns stepping on the pressure

plates to lower the nearby spikes and allow your partner to safely press the button in the outside wall.



The far door opens once both wall buttons have been pressed. Leap back onto the balance platforms and jump across to proceed.



The Joneses enter a small chamber filled with spinning gears, moveable blocks, and whirring buzzsaws that zip back and forth along

grooves in the floor. One player must pick up skulls from the ground and use them to jam the gears, momentarily stopping the buzzsaws so their partner can safely slide the loose blocks toward the center, reforming the ancient mural.



TIP After picking up a skull, approach a gear and wave your Wii Remote like you're throwing a punch to stuff the skull into the mechanism.

This is how the mural should look after you slide all the blocks into place. Work carefully and reform the mural to open the way forward.



INDIANA JONES and the STAFF OF KINGES

Chapter 3: The Tank



Indy and his dad are successful in claiming the artifact from the temple, but their victory is short-lived: Germans steal the item from them as they exit the

place and speed off in an armored car. The Joneses need to catch up and quickly climb into a burly tank.



Indy gets to drive the tank while his dad mans the cannon. Player 1 should hold the Wii Remote and Nunchuck before them as shown in the

opening diagram, tilting both forward to speed up and backward to slow down and reverse. Tilt the Wii Remote forward and the Nunchuck backward to turn left, and do the opposite to turn right.

Player 2 has an easier time of things; they just need to point their Wii Remote at the screen to aim the tank's cannon. Press **B** to fire the cannon or **A** to unleash its heavy machinegun.



You'll find the tank far more agile and responsive than you might expect, so mastering its controls takes a bit of practice.

A fallen log blocks your progress along the main trail; Player 2 should blast the rocks to the right to clear a new path instead.



The tank can roll over most obstacles, but it's usually faster and safer to blast them from your path.



Beware: An enemy tank awaits you in the clearing beyond the rock pile. Quickly destroy this threat before it can cause too much damage.



Destroying lots of objects increases your score, shown at the top of the screen beneath your tank's health bar. See how high a score you can set!

Next, plow through some skinny trees to continue blazing a trail through the woods. Player 2 can hammer the trees with cannon fire to help speed things along.



Secrets and Extras



You eventually reach a solid wall that can't be destroyed. Blast the oil drum and rocks to the left so you can continue up a side trail.



The trail leads to a small enemy outpost. Shoot the men in the guard towers before they can launch their rockets at you, and turn left to pick up the trail again.



You eventually come to a raised bridge. Shoot the chains that hold the bridge up to bring it down so you can cross.

Beware: Mines have been placed beyond the bridge, and driving over them is not a good idea. Blast the mines from a safe distance instead, then roll through.



The Joneses catch a glimpse of the armored car speeding along a bridge. The chase is on! Turn right and speed uphill to chase after the vehicle.



NOTE A chase meter appears at the bottom of your screen from this point forward, showing how close you are to the armored car. Don't let that car give you the slip or you'll fail and have to start over from this point.

The armored car sneaks through a narrow gap between some rocks. You can't fit through that space, so don't even try; instead, roll through the skinny trees on the right to create a shortcut.



The armored car sneaks through another narrow gap between more rocks a little farther ahead. Again, don't follow the car; drive

straight into the oil drum to the right instead, sending it rolling downhill and into the minefield below.



CAUTION Slow down a bit after knocking the oil drum into the mines—the drum triggers a massive explosion that you do not want to get caught by!



Drive past the mines after the oil drum sets them off and continue chasing after the armored car. Don't stop to fight the tank that rolls

in from the right—just hurry past it and keep pressing forward.

INDIANA JONES

and the
STAFF OF KING'S

You soon come to another enemy base that's denser than the last. Blast and smash your way through, bearing right to pick up the trail on the opposite side.



The road zigzags downhill beyond the base, but there's no need to follow it back and forth. Gain some ground on the armored car by speeding

straight down the hill instead, dodging bunkers and smashing through weaker obstacles. Bear left as you near the bottom and pick up the trail once more.



Chapter 4: To Catch a Plane



If you're quick enough, Indy and his dad arrive just in time to watch the Germans abandon the armored car in favor of a large military plane.

Don't slow down; keep chasing after the plane, blasting it with machineguns and cannon fire as it takes flight.



Hold **A** while tapping **B** to hammer the plane with both machinegun and cannon fire. Just be sure to give your machineguns a break once in a while or they'll overheat!



The plane leads you along a treacherous obstacle-packed trail, dropping bombs as the Germans attempt to flee the scene. You must destroy the

plane before you run out of road, so keep close and try to make it easy for your partner to blast it. You have plenty of time to down the aircraft if Henry's aim is true.



Don't get too close to the plane or you'll be caught by its bombs!

Chapter 5: Shootout!



Indy and his dad have thrown a monkey wrench into the Germans' plot, but now they find themselves in the midst of the lion's den.

Fortunately, both men have brought along their trusty pistols to help even the score!

Secrets and Extras



To clear this segment, you and your partner must help the Joneses blast through waves of armed Germans. This works just like firefights from the main

adventure: Point your Wii Remotes at the screen to bring up your crosshairs (Indy's is blue and Henry's is orange), use your Nunchucks' analogue sticks to lean out and aim, and press **□** to fire. Aim away from the screen and shake your Wii Remotes to reload.



Two armed Joneses are more than a match for these flunkies. Look for objects in the environment that you can shoot to quickly wipe out foes

(such as explosive barrels and fire extinguishers), and pick off any enemies who carelessly leave body parts exposed while hiding behind cover.

Chapter 6: Against All Odds!

After an intense firefight, Indy and Henry are nearly blown to bits by a monstrous tank. The two must find a way to destroy this steel beast and make good their escape!



To destroy the tank, first shoot the overhead cranes that carry explosive barrels. Shoot the left side of the cranes to slide them to the left, and

vice-versa. Position the cranes so that their barrels hang over the tank, then shoot the barrels a few times to make them fall and go boom.

After being struck by several barrels, the tank backs up and the Joneses give chase, taking up giant bazookas when they reach cover. Fire the bazookas to blow off chunks of the tank's armor.



Beware: The tank now fires its cannon at you, dealing heavy damage even if you're behind cover. Fortunately, Indy and Henry can use their

bazookas to blast the tank's cannon before it fires. Watch closely and you'll see the cannon pop up from the top of the tank before it shoots. Blast that cannon before it fires to make it drop back down.



TIP Pay close attention to player who the tank is currently targeting throughout this fight. If the tank's cannon is pointed toward Indy, he should remain hidden behind cover while Henry opens fire, and vice-versa.



Keep hammering the tank with bazooka blasts until every last piece of armor has been blown away. This includes the armor plating

over the wheels, front, back, and both sides of the tank. Just keep firing until the whole vehicle resembles a blackened husk.



INDIANA JONES and the STAFF OF KING

Chapter 7: Aces High



fighters shows up to shoot them down. Looks like the Joneses aren't out of the woods quite yet!



Indy and his dad have fought through the Germans' ranks and stolen one of their fighter planes. Things are looking good until a

swarm of enemy

fighters shows up to shoot them down. Looks like the Joneses aren't out of the woods quite yet!

Once again, Indy does the flying while Henry mans the plane's machineguns. Player 1 should hold the Wii Remote in front of him in an

upright position, tilting it back and forth to climb and descend, and left and right to turn. Press **A** for a short speed boost or **B** to temporarily slow down.

Player 2 has it a little easier—just point the Wii Remote at the screen and press **B** to let those bullets fly!



This scenario is a breeze compared to that last tank battle. Just fly along the river, blasting enemy planes and gun turrets while slipping past their fire.



Don't let enemy planes sneak behind you or they'll cut you to ribbons!



Keep an eye out for waterfalls and water towers as you soar along the river. Passing through falling water douses the flames on your plane, bringing

your aircraft back to full repair. Your partner needs to shoot water towers to get the water flowing—the spot where they shoot the tower determines where the water will pour out.

Indy must pull off some fancy flying to slip through a few very tight spots during this scenario—fly straight through the widest sections to thread these needles.



If you're shooting to set the high score, be sure to blast every enemy plane and gun turret you see. Also keep an eye out for crates that parachute

down from the sky—shoot these rare treats to reveal valuable artifacts that give big points when collected!

Chapter 8: Facing the Zeppelin



In this final Co-op Journey stage, Indy and Henry must work together to stop the Germans from stealing a massive statue made of solid gold from a

lost and forgotten temple. The Germans are hoisting the statue up into a giant zeppelin when the Joneses arrive on the scene—you'd better work fast before the statue is lifted aboard!

Secrets and Extras

First things first: Make a few close passes beneath the zeppelin, shooting and destroying the gun turrets on its underside. Fire on any enemy planes that cross your line of sight, as well.



After crippling the zeppelin's defenses, look closely and notice two cargo lifts hanging near the golden statue, one on each side. The lifts lower into

the temple, where they're loaded with explosive barrels and then hoisted back up. Shoot these red barrels once they've been hoisted close to the zeppelin to detonate them and punish the airship's hull.

TIP

Player 1 can press and hold **□** to slow down for a moment, making it easier for their partner to target the barrels. The zeppelin also suffers damage when shot, but blasting the barrels brings the airship down much faster.

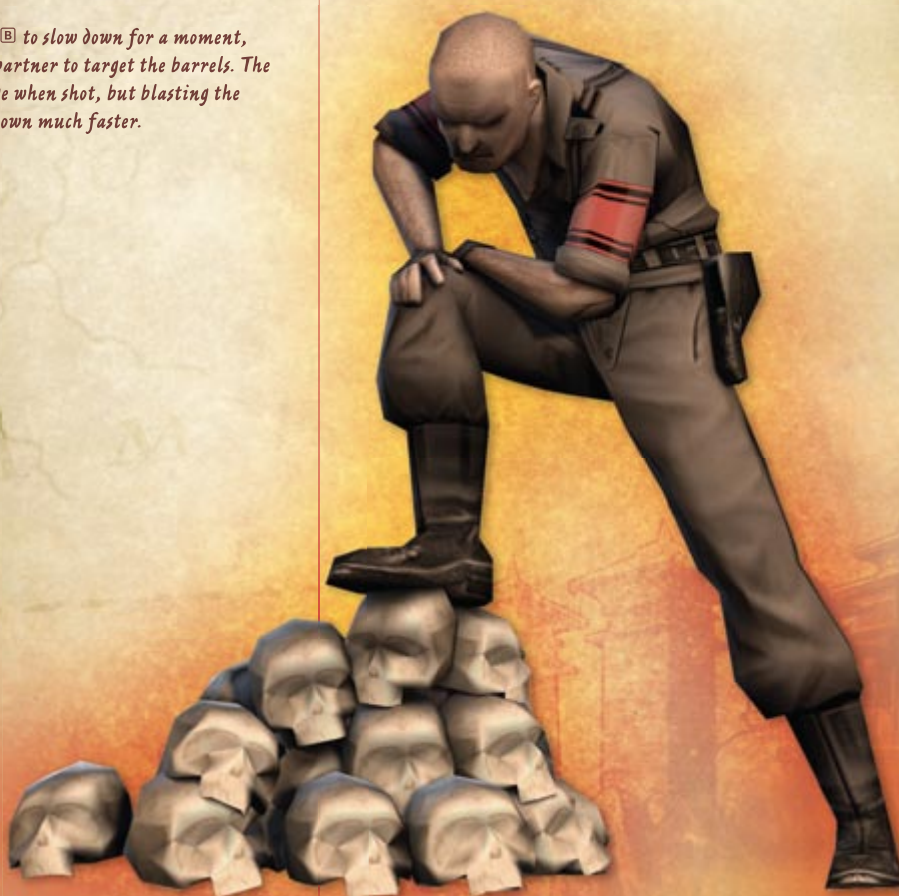


return to full repair. Then zip back over to the zeppelin and blast those barrels until you blow it from the sky.



Should your plane become badly damaged, make a pass through one of the large waterfalls on either side of the area to douse the flames and return to full repair. Then zip back over to the zeppelin and blast those barrels until you blow it from the sky.

With the zeppelin destroyed, the Germans' plot has been foiled and a serious blow has been dealt to their war funding. Way to go, Joneses!



INDIANA JONES and the STAFF OF KINGS

THE FATE OF ATLANTIS

Complete just one Glory move on any *The Staff of Kings* level to unlock a special extra: The whole of *Indiana Jones and the Fate of Atlantis*, a classic PC adventure game that LucasArts released back in 1992. This colorful point-and-click adventure offers three totally unique paths through the game: Team, Wits, and Fists. Each path offers a unique spin on (and solutions to) the many different puzzles and challenges Dr. Jones must accomplish. The game entices you to explore all three paths with a unique points system, but beating all three is no easy feat. You'll be glad you've got a walkthrough to follow!



The Fate of Atlantis is only available on the Wii.

How to Play

Just Point and Click!



TITLE SCREEN

Playing *Indiana Jones and the Fate of Atlantis* couldn't be easier: Just point the Wii

Remote at the screen, using it to steer a small hand cursor. Tooltips appear whenever you point the cursor at something of interest; press **A** to make Indy walk over to such objects for a closer look.

GAME SCREEN



To interact with things you see, first aim the Wii Remote at the action buttons along the bottom of the screen (look at, open, etc.), then press **A** to select the desired action. Now point to the person or object you wish to interact with and press **A** again to confirm the selection. Indy moves to complete the task you've given him.



Indy can interact with items stored in his inventory in a similar fashion.

TIP

Highlight people or objects and press **B** to make Indy perform the most common action on them (open a door, speak to a person, etc.)

**DIALOGUE EVENT**

Indy talks to lots of charming individuals as he probes the mysteries of Atlantis. You often get to

choose Indy's words during these chats. Just point and click on the phrase you want Dr. Jones to say. Beware, though: Many dialogue choices will determine how the adventure unfolds!

**FIGHT!**

Some folks Indy meets would rather exchange fists than words. When a

fight breaks out, quickly aim the Wii Remote at Indy's adversary and press **A** to throw a punch. Pressing **A** rapidly causes Indy to punch a lot, but be careful: Indy's strikes won't do much damage unless his Power Meter is full. The Power Meter quickly refills when Indy's not punching, so take short breaks between blows to ensure Indy's got some power.

Of course, no matter how full Indy's Power Meter may be, his punches will have no effect if his opponent blocks them. Aiming at an enemy's head or body determines whether Indy will punch at his face or gut—so mix it up, quickly punching high and then low to make it tough for your rival to defend.

TIP

Point to the ground behind Indy and press **A** to make him back up a step. Repeat this a few times and Indy will flee if he's able, escaping the fight and regaining all his health. Sadly, adversaries also recover their health, making this a last resort when a fight isn't going so well.

The Fate of Atlantis

Saving and Loading

**SAVE MENU**

Save your progress at any moment during the adventure or load a previous save by pressing

○ to call up the pause menu. Select save or load and press **A**, then choose the slot you wish to load or save to and press **○** again. Choose cancel if you wish to back out and return to the game.

TIP

You can save at any time, so take advantage and save often!

Indy Quotient Points

**IQ POINTS WINDOW**

You earn special Indy Quotient (IQ) points each time you solve a puzzle or

otherwise make progress through the adventure. Press **○** to view your current and total IQ points. IQ points have no impact on gameplay, but simply exist so you can challenge yourself to find them all. There are 1,000 IQ points in total, but you can't score them all in just one playthrough; you must beat the game multiple times, solving every puzzle in every possible way. Follow our walkthrough for help in beating the game on all three paths (Team, Fists, and Wits), and be sure to talk to every person and examine every object you see along the way!



INDIANA JONES and the STAFF OF KINGS

Walkthrough: Plato's Lost Dialogue

Barnett College



This old-school adventure actually begins inside an old school: Barnett College, Dr. Jones's primary place of employment! Indy crashes through a

window after the opening theme, landing inside a dark attic. Have a look around, then do the following to advance:

1. Point the Wii Remote at the peculiar statue and press **A** to "click" it. A trap door opens beneath Indy's feet!
2. Click the rope in the lower room and Indy will tumble through another trap door.
3. Click the books on statues in the library where Indy lands and he'll be knocked through the floor.
4. Click the cat figurines in the room beneath the library until one of them jumps to life, sending Indy tumbling down a coal chute.
5. Click all three lockers in the furnace room until Indy finds the item he's searching for, a horned statue. Click the statue to take it and advance the plot.



New York City



Indy travels to New York City in search of Sophia Hapgood, a former assistant of his who's found work holding lectures as a psychic. There are three ways to enter

the lecture hall where Sophia is speaking, and the manner in which you enter determines the path that Sophia advises you take through the game (however, you can choose any path you like when the time comes). First, use the "PICK UP" action command to collect a newspaper from the newsstand outside. Then choose your path of entry:

Team Path: Open the building's back door and speak with the bouncer. During the dialogue, tell the bouncer that Sophia is smart and that she makes things easy to understand. This will get you inside, and Sophia will recommend that Indy follow the Team path later on.

Wits Path: Use the "PUSH" action command to move the crates near the back door, clearing a path to the fire escape so Indy can climb up the ladder. Sophia will later recommend that Indy follow the Wits path.

Fists Path: Open the building's back door to speak with the bouncer. Insult the man until he fights you, then beat him senseless! Naturally, Sophia later recommends that Indy follow the Fists path.

Do the following once you've gained entry to the lecture hall:

1. Try approaching Sophia, who's giving her lecture on stage. A stagehand will stop you from speaking with her and Sophia will continue her performance.
2. Keep trying to approach Sophia until the scene stops switching to her lecture, then talk to the stagehand and learn that reading is one of his hobbies.
3. Use the "GIVE" action command and give your newspaper to the stagehand to make him leave, exposing the stage controls.
4. Push the left lever, right lever, and then the button to bring an end to Sophia's lecture and advance the plot.



Iceland



Indy and Sophia decide to visit Iceland in search of clues leading to an ancient tome called Plato's Lost Dialogue. Here's what to do:

1. Walk to the old dig site.
2. Ask Dr. Bjorn Heimdall about Plato's Lost Dialogue. He advises you speak with Charles Sternhart in Tikal and Felipe Costa in the Azores.
3. Return to Indy's truck and go to the airport.
4. Fly to Tikal.

Tikal

Indy and Sophia arrive at Tikal to search for Charles Sternhart. Here's how to find him:

1. Walk right, heading toward the entrance to the jungle.
2. Walk Indy through the many dark jungle paths in the background until he emerges on the jungle's opposite side, discovering a snake coiled around a tree.
3. Return to the jungle and scare the jungle rodent over to the central dark jungle path—the same one that leads to the snake. Keep your distance and use Indy's whip to scare the rodent into the path, which in turn gets rid of the snake.
4. Return to the tree that the snake was coiled around. Click the tree to make Indy use it to cross the nearby pit.
5. Walk right and try to pick up the kerosene lamp at the nearby trinkets stand. Sternhart arrives and stops Indy from taking the lamp.



The Fate of Atlantis

6. Ask Sternhart about Plato's Lost Dialogue, Mr. Smith, and the temple, and you'll finally be able to ask to take a look inside. Do so, and Sternhart asks if you know the name of the Lost Dialogue. Tell him you don't and the man leaves.
7. Go left and speak with a parrot. Ask the parrot "Title?" and it will tell you the name of the Lost Dialogue.
8. Return to the temple to speak with Sternhart again. Tell him the name of the Lost Dialogue and he'll let you enter the temple.
9. Inside the temple, ask Sophia to keep Sternhart occupied.
10. Go outside again and pick up the kerosene lamp from the trinkets stand.
11. Return to the temple and open the kerosene lamp by selecting the "OPEN" action command and then clicking on the lamp in Indy's inventory.
12. Use the opened kerosene lamp on the central wall's spiral design, then pick it up.
13. Use the spiral design on the left wall's animal head to form a lever that resembles an elephant. Pull the elephant's nose to open a tomb on the right.
14. Collect the shiny bead from the tomb after Sternhart leaves, then exit the temple and return to Indy's truck to visit the airport.
15. Fly back to Iceland.



INDIANA JONES and the STAFF OF KINGS

Iceland Revisited

Again, Indy doesn't waste much time here at Iceland. Here's what to do:

1. Return to the old dig site.
2. Use the orichalcum bead on the exposed eel's head to make it heat up, melting the surrounding ice.
3. Pick up the eel figurine and return to the truck.
4. Fly to the Azores.



The Azores

Indy and Sophia next visit the Azores to speak with Felipe Costa. The trip is short and sweet; here's what to do:

1. Knock on Costa's door and speak to him. Indy doesn't get very far and Costa slams the door.
2. Speak with Sophia and ask her to talk to Costa. She has better luck!
3. Talk with Costa until he says he'll trade his knowledge of the Lost Dialogue's whereabouts for Sophia's necklace. Ask Costa if he'd do business with Indy instead, and he agrees.
4. Talk to Indy and ask him to take over. Knock on Costa's door again.
5. This time, have Indy offer the mysterious eel figurine as trade. Costa accepts and tells you the name of the collection to which Plato's Lost Dialogue belongs. Surprisingly, Indy believes that the collection is kept at Barnett College, and returns there at once to find it.



Barnett College Revisited



Plato's Lost Dialogue is indeed kept at Barnett College, but finding it isn't easy—it could be in any of several places. You never know where it'll be, so

try each of the following methods until you find it. One of them is sure to succeed!

It's in the Ceiling

Here's how to find Plato's Lost Dialogue if it's hidden in the ceiling:

1. Go to the library (the room with the bookcase that fell on Indy at the beginning).
2. Look at the school desk and Indy will discover a piece of gum. Pick up the gum.
3. Go down to the school's furnace room. Pick up a piece of coal.
4. Use the gum on the coal chute, and Indy will use it as traction to help him reach the room above.
5. Spy a hole in the ceiling and look for a book up there. Use the piece of coal on the book to knock it down. Pick up the book to obtain Plato's Lost Dialogue!



It's in the Bookcase



Here's how to find Plato's Lost Dialogue if it's hidden in one of the college's bookcases:

1. Go to the college's furnace room and collect a dirty rag.
2. Go to the library (where the bookcase fell on Indy at the beginning) and use the rope hanging from the ceiling to reach the room above.
3. Pick up an arrowhead from a shelf.
4. Return to the library and approach the fallen bookshelf.

The Fate of Atlantis

- Use the dirty rag with the arrowhead to combine the two, forming a wrapped arrowhead.
- Use the wrapped arrowhead on the bookshelf's five screws to open its back and discover Plato's Lost Dialogue!

It's in a Cat Figurine

Here's how to find Plato's Lost Dialogue if it's hidden in one of the cat figurines:

- Go to the library (the room with the bookcase that fell on Indy at the beginning).
- Look at the school desk to discover a piece of gum. Pick up the gum.
- Go down to the school's furnace room. Use the gum on the coal chute, and Indy will use it as traction to help him reach the room above.
- Look at the cat figurines. One of them looks odd. Pick it up to discover that it's a wax cat.
- Return to the furnace room via the coal chute. Open the furnace, then use the wax cat on the opened furnace to melt it and discover Plato's Lost Dialogue!



It's in the Old Chest

Here's how to find Plato's Lost Dialogue if it's hidden inside a dusty old chest:

- Follow Sophia across the street to reach Indy's office.
- Open the ice box and pick up the jar of mayonnaise inside.
- Return to the college and go to the library (where the bookcase fell on Indy at the beginning). Use the rope hanging from the ceiling to reach the room above.
- Use the jar of mayonnaise on the totem pole to lubricate it, then pull the totem pole twice, positioning it beneath the hole in the ceiling above. Climb up to reach the attic.
- Open the urn on the floor in the attic and look inside to find a key. Pick up the key and return to the room below.



- Push the big crate in the room above the library to discover a dusty old chest. Use the key on the chest to open it and claim Plato's Lost Dialogue!

Pick Your Path



After claiming the Lost Dialogue, head to Indy's office and speak with Sophia. You've completed the introduction; now you must choose which

path you wish Indy to follow through the game: Team, Wits, or Fists. Sophia offers her advice, which varies based on the manner in which you entered her lecture hall at the start of the game. Review the path descriptions below, then tell Sophia your decision.



TIP Save the game before choosing Indy's path. Preserve this save throughout the adventure and you'll be able to skip the search for Plato's Lost Dialogue next time, jumping straight to the point where you choose Indy's path!

Team Path: Indy and Sophia work together throughout this path, teaming up to solve puzzles and the like. An ideal path to start with, especially if you don't care to fight many enemies.

Wits Path: Dr. Jones works best when he works alone, and that's exactly what he does on this path. He also relies on his brains to overcome obstacles instead of sheer manliness.

Fists Path: Archeology can be a rough trade, and Indy lets his fists do the talking much of the time when you send him down this path.



INDIANA JONES and the STAFF OF KINGS

Walkthrough: Team Path

Ah, so you've decided to work alongside Sophia. Excellent choice! You have the option to visit Algiers or Monte Carlo first; the choice is yours, but for the purposes of this walkthrough, head to Algiers.

Team Path—Algiers



Indy and Sophia arrive at Algiers in search of a man named Omar Al-Jabbar, who may be in possession of a valuable item that holds the

key to finding Atlantis. Here's what to do at Algiers:

1. Walk to the left side of the bazaar and talk to the knife-thrower (the man in the purple shirt). Ask him where to find Omar and he'll tell you. Mention his knives and the knife-thrower says he needs a new assistant for his act.
2. Talk to Sophia afterward and ask her to volunteer to help the knife-thrower. Tell her that it's perfectly safe, and she'll take a closer look at his dexterity.
3. While Sophia is looking at the knife-thrower, quickly select the "PUSH" action command and push Sophia at the man. If Sophia turns to face Indy, you have to talk to her again to get her to examine the knife-thrower.
4. The knife-thrower thinks Sophia has stepped forward to volunteer and quickly makes her a part of his act. He hands Sophia one of his knives as a souvenir afterward. Sophia gives the bloodstained knife to Indy.
5. Next, speak to the grocer to the left. He confirms that Omar has a shop down the back alley and mentions that he's selling "squab-on-a-stick" for only 20 dinars, which you can't afford.



6. Enter the back alley to speak with Omar. He won't say much without proof that Indy is who he says.

You can't convince Omar to help you just yet, but you can take the mask that's hanging from his stand.

7. You're all done here for now. With the mask and bloodstained knife in your inventory, head to the long, dusty path back to the airport.

8. Fly to Monte Carlo.

Team Path—Monte Carlo



Indy and Sophia believe a Frenchman named Alain Trottier may be in possession of one of the three stone disks that Plato mentions in his

Lost Dialogue. All three disks are needed to find Atlantis, and Sophia thinks she can convince Trottier to part with his disk if they coax him into a séance. Sophia enters the nearby hotel to prepare for the séance, asking Indy to find and convince Trottier to meet her in her room.

Here's what you need to do here at Monte Carlo:

1. Wait near the hotel for a gray-haired man in a brown suit to walk by. Talk to the man, who turns out to be Alain Trottier.
2. Tell Trottier who you are, then say you're just a simple professor. He appreciates your modesty. Remember everything that Trottier says, as you may soon need this knowledge. Tell Trottier that Sophia is in town and wishes Trottier would visit her for a séance.
3. Trottier is intrigued but remains cautious, asking you to answer a question that only someone who's read Plato's Lost Dialogue would know. The questions vary but the answers can all be found in the Lost Dialogue. Skim the book for the answers or make educated guesses until you answer him correctly.
4. After answering Trottier's question, ask him to follow you upstairs so that Sophia can read his fortune.

NOTE

If you accidentally offend Trottier, enter the hotel and speak with Sophia. She suggests that you drop Nur-Ab-Sal's name to him. Return to the street and mention Nur-Ab-Sal to Trottier to smooth things over. You'll then be able to ask him to have his fortune read.

5. Once Trottier has finally agreed to visit Sophia, you can either have Indy tell Sophia that "Trottier's all hers," or ask her to keep Trottier busy while Indy "tries something." If you grabbed the knife and mask back at Algiers, save your game and then let Indy try things his way—it's easier than letting Sophia take the reins. (See the sidebar to find out how to handle the séance Sophia's way.)
6. If you choose to let Indy try it his way, Sophia will tell Trottier that Nur-Ab-Sal demands proof of his belief to get Trottier to place his stone disk on the table—one of the three keys of Atlantis.
7. While Sophia keeps Trottier occupied, quickly open the nearby cabinet and take the flashlight you find inside.
8. Next, open the nearby fuse box and use the "PUSH" action command on the circuit breakers to cut the lights.
9. Hurry and collect a bedsheet from the nearby bed.
10. Use the bedsheet, then the mask, and then the flashlight to transform Indy into the spirit of Nur-Ab-Sal!
11. Trottier is frightened and storms out of the room, leaving the stone disk behind. Indy takes the Sunstone—one of Atlantis's three keys is now yours!
12. Exit the hotel and use the taxi to return to the airport.
13. Fly back to Algiers.



The Fate of Atlantis

Sophia's Séance

If you think you can answer Trottier's questions, let Sophia take charge by having Indy tell her that "Trottier's all hers." Then have Sophia tell Trottier that Nur-Ab-Sal demands proof of his belief. Trottier places his stone disk on the table—one of the three keys of Atlantis.

Before Sophia can carry on with the séance, Trottier insists on asking a bunch of questions to see if she really is psychic. It's wise to save before answering Trottier, as the answers to his questions all lie in the chat he had with Indy out on the street, and he won't stop to tell you if you've guessed right or wrong. He just keeps asking questions until he at last asks how many fingers he's holding up behind his back. Save to a different slot before making your guess, because the answer is always random.

If you've tried every answer to Trottier's final question and still can't guess how many fingers he's holding up behind his back, then you've answered one of his previous questions incorrectly. Reload your initial save and try again!

Once you manage to answer Trottier's questions, he believes that Sophia truly is a psychic and agrees to have his fortune read. Give him any fortune you like and Trottier will give you his stone disk in return.

Team Path—Algiers Revisited

With Trottier's Sunstone in their possession, Indy and Sophia return to Algiers to speak with Omar Al-Jabbar once more. Here's what to do:



1. Return to the back alley and show the Sunstone to Omar. The man finally confirms that he is in fact Omar Al-Jabbar.
2. Omar knows of an archeological dig site in the surrounding desert and believes it contains the remains of an Atlantean outpost. He agrees to give Indy a rough map and some camels to help him find the dig site.
3. Indy and Sophia return several hours later with bad news. The camels have died and they've found no dig site. Not to worry: Trade Omar's mask back to him in exchange for whatever item he might offer in exchange.

INDIANA JONES and the STAFF OF KINGS

- Exit the back alley and speak with the grocer in the market. Ask the grocer about making a deal for some of his squab-on-a-stick and then offer him the item you just got from Omar. If you're lucky, the grocer will accept the trade. If not, he'll give you a clue as to what sort of item he'd like to get.
- Return to Omar and exchange the last item he gave you for something else. Keep trading between Omar and the grocer until you at last score some squab.
- Visit the market's right side and speak to a beggar in white rags who's sitting on the ground. Give the beggar your squab to receive a balloon ticket in trade.
- Climb the stairs behind the beggar to reach a roof.
- Give your balloon ticket to the balloon man atop the roof to score a free ride on his hydrogen balloon.
- After soaring skyward, use your bloodstained knife on the balloon's rope to cut the tether and sail away.



Team Path—Algiers Balloon Ride

Indy and Sophia have commandeered a hot air balloon and are now sailing over the deserts of Algiers. The two must search the desert for the dig site Omar told them about.



- The balloon flies in a straight line until you tell it otherwise. Click "vent hydrogen" to make your balloon turn left and descend, and click "drop ballast" to make it turn right and rise.
- Scan the desert with your cursor to notice "nomad camps" in various areas. Maneuver your balloon near these campsites, venting hydrogen to circle the camp until you land.

- Ask the nomads at the camps what they make of the map Omar gave you. The nomads will tell you which direction to travel to find the dig site. There's a nomad camp at every section of the desert; keep speaking to them for clues that take you closer to your goal.
- You'll speak to a nomad whose camp is very close to the dig site. When you return to the balloon, you'll see a small red "X" on the desert. Try to land near the X and your balloon will be shot down by a German soldier.
- After crashing on top of the soldier, head left to at last visit the dig site.



Team Path—Algiers Dig Site

Indy and Sophia have discovered the dig site Omar told them about. Sophia falls into a hole, leaving Indy to figure out how to save her.



Here's how to proceed:

- Climb down the ladder that leads to the actual dig site.
- The dig site is pitch dark, but you can identify several objects by moving your cursor around. Pick up the sharp wood thing (a ship rib), the clay thing (a clay jar), the long tubular thing (a hose), and the blunt wood thing (a wooden peg).



TIP If you can't seem to find something, hang around a bit and Indy's eyes will slowly adjust to the light, making your search effort a little easier.



The Fate of Atlantis

3. Climb back up the ladder to return to the surface and walk to the truck.

4. Open the truck's gas tank and use the hose on it to stick the hose in.

5. Use the clay jar on the end of the hose to fill the jar with gas.

6. Return to the dig site and use your cursor to identify a metal thing, which is actually a portable generator. Search with your cursor to find a metal cap on the metal thing, which is the generator's gas cap. Open the gas cap and search again with your cursor to identify a gas-filler pipe.

7. Use the gas-filled jar on the generator's gas-filler pipe to fill the generator with gas.

8. Close the gas cap, then search the generator with your cursor to find a small metal thing, which turns out to be a switch. Push the switch to turn on the generator and light up the area.

9. Now that you can see what you're doing, use the ship rib you found on the crumbling wall to the far right. Indy discovers a mural behind the loose rock, depicting the isle of Crete!

10. Insert the wooden peg into the mural, then place the Sunstone on the peg.

11. Now look at the Sunstone to switch to a closer view. Click the outside edge of the Sunstone to rotate it in accordance with its position as detailed in Plato's Lost Dialogue. (The solution is always random, so check the Lost Dialogue for mention of the Sunstone.)

12. A secret door opens, freeing Sophia. She hands Indy a distributor cap she found when she sank into the hole. She also gives Indy an amber fish



on a string...though its usefulness is yet to be determined!

13. Take the Sunstone and wooden peg from the mural, then shut off the generator to darken the place once more.

14. Take the ceramic thing from the generator; it turns out to be a spark plug. Climb the ladder and return to the truck.

15. Open the hood and use the distributor cap and spark plug on the engine to fix it.

16. Close the hood and use the truck to return to Algiers' airport.

17. Fly to Crete.



Team Path—Crete



Indy discovered a valuable clue at the Algiers dig site—a mural that indicated the greater Atlantean colony is likely to be found somewhere on

the isle of Crete. Here's what to do when you get there:

1. Walk to the ruins from the docks, then go left. Take the path to reach some more ruins of a small village.
2. Climb up the steps as you enter and cross the rope bridge to reach a side trail.
3. Walk along the side trail and pick up the surveyor's transit you find at its far left end.
4. Backtrack across the bridge and return to the lower trail.



INDIANA JONES

and the
STAFF OF KINGS

5. Exit the hut and push the piles of loose stones you find outside to discover a bull's head statue and a bull's tail statue.
6. Use the surveyor's transit on the bull's head statue to set it up. Look through the transit and use the control buttons to spin it around. Look for two similar-looking rock formations and align the transit with the one on the left. If you do this correctly, Indy says he sees the left horn.
7. Now use the surveyor's transit on the bull's tail statue. Look through again and align the transit with the right horn.
8. The transit helps Indy determine where to look next. A yellow "X" appears on the ground; go there and use the ship rib with the yellow "X" to discover another stone disk—the second key to Atlantis!
9. Leave this place and return to the ruins near the docks. Go right to discover a small stone pedestal.
10. Place the Sunstone on the pedestal, followed by the Moonstone you've just discovered. Look at the pedestal afterward to switch to a closer view.



11. Rotate the Sunstone so that the noon sun carving is up top, then spin the Moonstone so its full moon etching is on bottom. Click the central spindle afterward to open a secret door! (Alternative solutions may be found in Plato's Lost Dialogue.)
12. Pick up the Sunstone and Moonstone, then head through the secret entrance on the right to proceed.



Team Path—Crete Labyrinth



Indy and Sophia have tracked down two of the three keys to Atlantis and are hot on the trail of the third. The two must now brave a secret

labyrinth they've discovered on the isle of Crete. Here's how to proceed:

1. Pick up two of the three statue heads on the nearby pressure switch, but leave the third or the nearby doorway will close.
2. Head through the doorway to reach the next chamber, then turn around and use Indy's whip on the remaining statue head. Indy ropes the third statue through the doorway just before it seals.
3. Explore the labyrinth until you find a room with a giant statue of a Minotaur. Walk onto the pressure plate in front of the statue to ride down to a lower chamber.
4. Indy and Sophia discover the remains of poor Professor Sternhart in the room below. Read his note and take his walking staff, then collect the stone disk that Sternhart swiped back in Tikal. The final key to Atlantis is yours!



The Fate of Atlantis

5. Look at the waterfall to the right to notice a chain running up the wall behind it. Your elevator has risen back to the Minotaur room, so climb the chain to return to the upper level. Sophia can't follow, but you'll be back here soon enough.
6. Head through the doorway to the left of the Minotaur statue to reach a room with gate. Place the three stone statue heads you found earlier on the nearby shelf to open the gate, then head through.
7. Enter the background door of the room beyond the gate to find a room with a gold box. You can't reach the gold box just yet, so use the staff you just acquired to knock loose the chock that's holding a large weight in place.
8. Backtrack and go right to reach a room with a giant statue head. Use the staff on the statue's mouth to activate an elevator.
9. The elevator brings you up to the room with the gold box. Pick up the gold box, along with the two orichalcum beads you find beneath it.
10. Backtrack to the room with the Minotaur statue. Use Indy's whip on the statue's head to knock it down and onto the pressure plate on the floor. Stand on the pressure plate to ride back down to the place where you left Sophia.
11. This time, lead Sophia through the background door to reach a gate that poor old Professor Sternhart couldn't open. Talk to Sophia and goad her into crawling through the hole in the wall near the gate. Tell her things like she probably wouldn't fit, but with luck she just might squeeze through.



12. Sophia pulls a lever that opens the gate when she reaches the other side. Head through the doorway to proceed.
13. Open the gold box you found earlier when you enter the next room and put all of your orichalcum beads inside. Close the box afterward, then use the amber fish on a string—which just so happens to be a very high-tech orichalcum detector!

14. The fish points toward Sophia—it must be reading residual traces of orichalcum from her necklace. Ask Sophia if you can borrow her necklace and say it's throwing off the detector. Tell her you need to hide it, then say the silly chant she asks you to say. Lastly, tell her you want to put it in the gold box.
15. Now use the amber fish on a string again and see where it points. If it doesn't point anywhere, move to another room and try again.

16. Eventually, the fish will point toward a wall in the background. Indy notices the wall is crumbling a bit; use the ship rib on the wall to reveal a secret door!



17. Indy discovers an orichalcum bead in the room beyond the door—the detector seems to work perfectly. Sophia puts on her necklace again and hands Indy the gold box. Head to the right to reach the map room Professor Sternhart mentioned in his note.
18. Approach the spindle in the map room's center and place the Sunstone, Moonstone, and Worldstone on it, in that order. Look at the stones afterward for a closer view.
19. Spin the stones so that the Sunstone's noon sun and the Worldstone's western sea are up top, and the Moonstone's full moon is on bottom. (Alternative solutions may be found in Plato's Lost Dialogue.) When placed correctly, a secret door opens in the background wall! Take the stones and head through.
20. Indy is surprised by an evil German, Colonel Kerner, as he enters the next room. Kerner's men have already taken Sophia hostage and Kerner demands the stone disks from Indy at gunpoint.
21. Give Kerner the disks, then use the ship rib on the rock wall to the right to escape the labyrinth.
22. After Indy emerges from the ruins, head to the German submarine that's stationed near the docks.



INDIANA JONES and the STAFF OF KINGS

23. Climb the submarine's ladder and open the top hatch. Indy is intercepted by the sub's captain, whom he quickly knocks unconscious. The submarine starts moving—the Germans are on their way to Atlantis!



Team Path—German Submarine

Sophia has been taken by the Germans, as have the three keys to Atlantis. Fortunately, Indy has managed to stow away on their sub! Here's how to save the day:

1. Click the sub to take control of Indy, then use the intercom to order all hands to the stern torpedo bay.
2. Climb down the ladder and go left to reach the kitchen. Take the bread, cold cuts, and the porcelain mug.

3. Continue left past the kitchen to reach a control room. Push the switch and pull the lever you find there.



This adds these instruments to the control bar you see while viewing the sub in the ocean; click the sub again to regain control of Indy.

4. Return to the kitchen and open the trap door in the floor. Climb down and then use the porcelain mug on the leaking battery acid to collect some.
5. Head right and speak with Sophia through the wall. Tell her you've got a plan and then ask her to distract the guard for a while.
6. Climb back up through the trap door and go right. Climb down the ladder and take the plunger from the container on the right.
7. Climb back up the ladder and go right. Open another trap door and climb down to reach a small room with a strong box.
8. Use the acid-filled mug on the strong box to melt it open. Inside Indy finds the three stone disks that Kerner stole, along with a small key.

9. Now approach the guard that Sophia is distracting. While talking to the guard, say anything that hints at the words "bucket" or "pail." Sophia takes the hint and smacks the guard with the nearby bucket, knocking him out cold.



10. Use the key you found in the strong box on the nearby wheel to unlock it. Push the wheel afterward to add it to your control panel while viewing the sub.
11. Now climb all the way back up to the top of the sub. Try using the lever to the right if you haven't yet and it'll snap off. Use the plunger on the broken lever to fix it and add this final instrument to your control panel.

12. With all four controls at your disposal, it's now time to navigate the sub into the cave on the far right. This



is tricky, as you must set the sub at the correct height and depth to enter the cave. The wheel is the key; spin it in the direction that the sub is moving to advance into the foreground (making the sub appear larger), or turn it in the opposite direction to shrink into the background (making the sub appear smaller).

13. Keep turning the wheel to make the sub as big as it can be, then try entering the cave. If you miss, turn the wheel just once in the opposite direction to shrink into the background a bit, then try again. Keep this up until you at last enter the cave—the mysteries of Atlantis await!



Walkthrough: Wits Path

So you've chosen to go it alone and exploit Indy's incredible intellect. A wise decision! You're given the option to visit Algiers or Monte Carlo after leaving Sophia at Barnett College. Head to Monte Carlo first.

Wits Path—Monte Carlo



Indy arrives in Monte Carlo in search of a man named Alain Trottier. Here's how to find him:

1. Wait near the hotel for a gray-haired man in a brown suit to walk by. Talk to the man, who turns out to be Alain Trottier.
2. Tell Trottier who you are, then say you're just a simple professor. He appreciates your modesty.
3. Trottier is intrigued but remains cautious, asking you to answer a question that only someone who's read Plato's Lost Dialogue would know. The questions vary but the answers can all be found in the Lost Dialogue. Skim the book for the answers or make educated guesses until you answer him correctly.
4. After answering Trottier's question, the man hands you his business card. You've got what you came here for; use the nearby taxi to return to the airport.
5. Fly to Algiers.

Wits Path—Algiers

Indy now visits Algiers, hoping to find a man named Omar Al-Jabbar. Here's what you need to do:



1. Cross the market square and enter the back alley on the far left.
2. Talk to the storekeeper, who turns out to be Omar's assistant, Paul Abdul. Ask Paul if he can arrange a meeting with Omar, then show him Trottier's business card.

The Fate of Atlantis

3. Follow after Paul when he leaves to speak with Omar. Leave the market and head for the city streets.
4. You can try following Paul through the streets, but the little white dot that represents him is really tough to track. To make things easier, notice the tiny red dot that represents a man in a red fez. Reenter the market when the red dot is close by.



5. If you're timing was accurate, you'll see a man in a red fez standing in the market square. Talk to the man and tell him "nice fez." Ask him about the

festival, then tell him "that's quite a hat." Say his hat is "better than a sharp stick in the eye," then tell him that it looks festive. Continue to be polite and the man will give you his fez, free of charge.

6. Return to the back alley and wait for Paul to return. Unfortunately, he reports that Omar is too busy to speak with you. Give him the fez and then tell him why he should want it. The correct answer is random, but you can get a hint if you ask the man about his pots.
7. Once you've convinced Paul to wear the fez, ask him to go see Omar again. Follow him to the city streets once more, and this time, you'll easily be able to track the bright red dot that represents him.
8. Keep close to Paul until Indy sees him duck into a house. Enter the house to visit Omar's abode.



9. Omar is angered when Indy barges into his home, and he tells Paul to alert the police. Enter the closet to trick Omar into following you, then exit

the closet and close the door to trap him inside.

10. You're now free to search Omar's house. Take Omar's statue, the blackbird statue, and the bamboo stick.
11. Use the bamboo stick on the hanging cloth to pull it down and acquire Omar's map. The stick breaks, but you don't need it anymore.
12. Use the camel you can see standing outside the window to flee the scene before the police arrive.

INDIANA JONES and the STAFF OF KINGS

Wits Path—Algiers Desert



Indy must now search the vast desert to find the dig site marked on Omar's map. Here's how to find the dig site:

1. Scan the desert with your cursor to notice "nomad camps" in various areas. Avoid the patrolling authorities (marked as "trouble" on the map) and visit these campsites to speak with the nomads.



TIP If you're caught by the authorities, give them one of the statues you stole from Omar and they'll let you pass. Otherwise, they'll take you back to the city.



2. Ask the nomads at the camps what they make of the map Omar gave you. The nomads will tell you which direction to travel to find the

dig site. There's a nomad camp in every section of the desert; keep speaking to them for clues that take you closer to your goal.

3. You'll eventually speak to a nomad whose camp is very close to the dig site. When you return to your camel, you'll see a small red "X" on the desert. Head for that "X"—it marks the spot!
4. When you finally reach the "X," go left to visit the dig site.

Wits Path—Algiers Dig Site

Indy has managed to locate the abandoned dig site Omar told him about. There must be clues around here somewhere! Here's how to proceed:



1. Climb down the ladder that leads to the actual dig site.

2. The dig site is pitch dark, but you can identify several objects by moving your cursor around. Pick up the sharp wood thing (a ship rib), the clay thing (a clay jar), and the long tubular thing (a hose). To his surprise, Indy finds an orichalcum bead inside the clay jar!



TIP If you can't seem to find something, hang around a bit and Indy's eyes will slowly adjust to the light, making your search effort a little easier.

3. Climb back up the ladder to return to the surface, then walk over to the truck.



4. Open the truck's gas tank and use the hose on it to stick the hose in.
5. Use the clay jar on the end of the hose to fill the jar with gas.
6. Return to the dig site and use your cursor to identify a metal thing, which is actually a portable generator. Search with your cursor to find a metal cap on the metal thing, which is the generator's gas cap. Open the gas cap and search again with your cursor to identify a gas-filler pipe.
7. Use the gas-filled jar on the generator's gas-filler pipe to fill the generator with gas.
8. Close the gas cap, then search the generator with your cursor to find a small metal thing, which turns out to be a switch. Push the switch to turn on the generator and light up the area.



9. Now that you can see what you're doing, examine the mural on the left wall and notice a round object painted between the two maidens. Push the round object to open a secret compartment at the base of the mural!

10. Take the statue from the secret compartment, then shut off the generator to darken the place once more.
11. Take the ceramic thing from the generator; it turns out to be a spark plug. Climb the ladder and return to the truck.

The Fate of Atlantis



12. Open the hood and use the distributor cap and spark plug on the engine to fix it.

13. Close the hood and open the truck's door to find a

telegram inside. Pick up the telegram to read it and learn that the Germans have set a trap for Trottier in Monte Carlo!

14. The truck still won't start—it's missing a battery.

Use the orichalcum bead you found inside the clay jar on the statue you've just discovered to make the statue crackle with energy.

15. Open the hood again and use the charged statue on the spark plugs. This starts up the engine, allowing you to drive back to the Algiers airport.

16. Fly to Monte Carlo.

Wits Path—Monte Carlo Revisited

Indy has learned of a German plot to kidnap Monsieur Trottier and has returned to Monte Carlo to warn the man. Here's how to thwart the Germans' plot:



- 1.** Speak to Trottier when he walks by and tell him he's in trouble. Indy reads the telegram he found, but Trottier is reluctant to believe him and walks off in a huff.
- 2.** Speak to Trottier again as he walks away and tell him that he really is in terrible danger. Then tell him that German agents are on his trail. Trottier takes out a small stone disk and waves it about, saying Indy is only trying to scare him out of his key to Atlantis. Unfortunately, this draws the attention of German agents, who stuff Trottier into a car and speed off!



3. Indy commandeers a car and speeds off in pursuit. Chase after the Germans in their red car, looking to ram them off the road. Just keep ramming into

the Germans until you cause a severe accident.

- 4.** The Germans flee the scene, leaving Trottier on the ground. Speak to Trottier to learn that he has acquired the Sunstone and also learned that the lesser Atlantean colony lies on the island of Thera. Unfortunately, Trottier threw the Sunstone out of the Germans' car during the recent chase—you'll have to search the city to find it!



5. Trottier remembers the intersection where he threw the Sunstone and writes the names of the cross streets on the telegram Indy gave him earlier in

warning. You must now search the city to find the Sunstone.

- 6.** Stop by every intersection you see and look at the street signs to see where you are. When you at last find the correct intersection, look in the storm drains and Indy will see something down one of them. Open the drain to collect the Sunstone—your first key to fabled Atlantis!
- 7.** Return to the hotel and use the taxi to visit the airport.
- 8.** Fly to Thera.



INDIANA JONES and the STAFF OF KINGS

Wits Path—Thera



Following Trottier's advice, Indy has traveled to the isle of Thera. Here's what to do:

1. Collect the fish net from the dock, then try to take the very large basket sitting nearby. The port authority stops you and says you'll have to trade him a souvenir from the archeological expedition in the nearby mountains if you want his basket.
2. Go right and take the path up toward the mountains.
3. Once atop the path, scan the mountain in the background with your cursor and notice three locations—a cleft, a gap, and a notch. Visit each locale until you discover a small crate and the entrance to a dark cave.
4. The crate is open; close it to discover an invoice slip for a hot air balloon tacked onto its top. Take the invoice and enter the cave.
5. Collect an entrenching tool from the crates inside the cave. Indy hears something collapse as he approaches the tool.
6. Close the door on the left to cause a small compartment to open on the door frame. Place the Sunstone on the peg inside the compartment, then look at the Sunstone to switch to a closer view.



7. Click the Sunstone's outer edge to spin it. Position the Sunstone so that its carvings match up with their description in Plato's Lost Dialogue.

(The solution is always random, so check the Lost Dialogue for mention of the Sunstone.)

8. Indy hears a click from behind the door he just closed. Open the door to discover a carved sign on the wall inside that wasn't there before! Indy can't read the ancient language, but perhaps the port authority will accept it as a souvenir. Take the sign just in case.
9. Close the door once more and collect the Sunstone. Exit through the door on the right to discover that a rockslide has sealed Indy inside the cave!
10. Open the entrenching tool. To his surprise, Indy discovers a note wedged inside! The note is from Sophia and informs Indy that the Germans have captured her. Not good!
11. Use the opened entrenching tool on the blocked door to dig your way out of the cave.



12. Return to the docks and give the port authority the invoice you found tacked to the crate in the mountains. Then tell the man you'd like

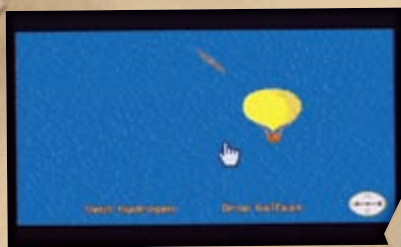
to claim your balloon. Open the nearby crate and pick up the large rubber balloon you find inside.

13. Next, give the port authority the carved sign you found in the mountain cave and ask if he'll accept it as trade for the basket. He does, and he even reads the sign for you, which provides a clue about where the greater Atlantean colony may be—Crete!
14. Collect the very large basket, then use the balloon with the fish net to form a netted balloon. Use the basket with the netted balloon to create a deflated balloon rig. Now you just need some gas!
15. Return to the mountains and revisit the site with the cave entrance. Spy some gas seeping out from a vent and use the hose with the deflated balloon rig so that you can harness the gas and fill the balloon. Now use the deflated balloon rig with the vent and watch in awe as it fills up with gas!
16. There's no time to waste; climb into your makeshift hot air balloon to set off after the Germans.



The Fate of Atlantis

17. The balloon flies in a straight line until you tell it otherwise. Click "vent hydrogen" to make your balloon turn left and descend, and click "drop ballast" to make it turn right and rise.



18. Scan the sea until you discover the German submarine sailing about. Vent hydrogen to descend as low as possible, then maneuver

your balloon near the sub. Vent hydrogen once more to land on the sub when your paths cross.

Wits Path—German Submarine



Sophia has been taken by the Germans, but Indy has managed to track down their sub. After knocking out a topside sailor and stealing

his uniform, Indy is ready to infiltrate. Here's how to proceed:

1. Climb up to the top of the sub, open the top hatch and then climb inside.
2. Ignore the lever and intercom, and climb down to a lower deck to find a soldier standing watch.
3. Go left past the soldier to reach the kitchen. Take the bread and cold cuts, and combine the two to make a sandwich.
4. Go back to the soldier and give him your sandwich. He won't take it but Indy suggests that he make one himself. The soldier heads for the kitchen.



5. After the soldier leaves, open the stubby lockers he was guarding to discover the Moonstone and some torpedo instructions.

6. Go right until

Indy notices that the sub is changing course. After the cutscene, climb down the ladder and go right to find a clothesline.

7. Take the clothesline, then continue right and take the red oily rag that hangs from a torpedo.

8. Turn around and go all the way to the left to find another torpedo next to a control panel, a launch lever, and some wires. Use the torpedo instructions on the control panel to make it ready to fire.

9. Put the oily rag on the exposed wires, then pull the launch lever. This starts a fire! Indy hurries through a trap door to avoid the ship's crew, who soon rush in to investigate.



10. Indy stops directly beneath another trap door; climb up and open the trap door to return to the main floor.
11. Go right and open the head. Step inside and then close the door. Use Indy's clothes to change back into his trademark adventuring attire.
12. Now go to the far right to discover some torpedo tubes, another control panel, and another launch lever. Use the torpedo instructions on the control panel, then open one of the torpedo tubes.



13. Use the clothesline on the launch lever, then climb into the torpedo tube you opened.

14. Pull the clothesline to launch Indy from the sub!



INDIANA JONES and the STAFF OF KINGS

Wits Path—Crete



Indy has made an ingenious escape from the German submarine and now finds himself stranded on the isle of Crete. Here's what to do:

1. Walk to the ruins from the docks, then go right to discover a small stone pedestal.
2. Place the Sunstone on the pedestal, followed by the Moonstone you've just discovered. Look at the pedestal afterward to switch to a closer view.



3. Rotate the Sunstone and Moonstone so that their carvings match up with their description in Plato's Lost Dialogue. (The solution is always random,

so check the Lost Dialogue for mention of the stones.)

4. Pick up the Sunstone and Moonstone, then head through the secret entrance on the right to proceed.

Wits Path—Crete Labyrinth

Indy has obtained two of the three keys to Atlantis and is hot on the trail of the third. He must now brave a massive labyrinth that he's discovered on the isle of Crete. Here's how to solve the labyrinth:



1. Pick up two of the three statue heads on the nearby pressure switch, but leave the third or the nearby doorway will close.
2. Head through the doorway to reach the next chamber, then turn around and use Indy's whip on the remaining statue head. Indy ropes the third statue through the doorway just before it seals.

3. Explore the labyrinth until you find a room with a giant statue of a Minotaur. Use Indy's whip on the statue's head to knock it down and onto a pressure plate on the floor. Stand on the pressure plate to ride down to a lower chamber.

4. Indy discovers the remains of poor Professor Sternhart in the room below. Read his note, then take his walking staff and wool scarf. Indy discovers a comb inside the scarf, too.



5. Collect a stone disk from the ground—the same disk that Sternhart swiped back in Tikal. The final key to Atlantis is yours!
6. Look at the waterfall to the right to notice a chain running up the wall behind it. Your elevator has risen back to the Minotaur room, so climb the chain to return to the upper level.
7. Exit the Minotaur room through the left door to reach a room with a gate. Place the three stone statue heads you found earlier on the nearby shelf to open the gate, then head through.



8. Enter the background door of the room beyond the gate to find a room with a gold box. You can't reach the gold box just yet, so use the staff you just

acquired to knock loose the chock that's holding a large weight in place.

9. Backtrack and go right to reach a room with a giant statue head. Use the staff on the statue's mouth to activate an elevator.
10. The elevator brings you up to the room with the gold box. Pick up the gold box, along with the two orichalcum beads you find beneath it.

The Fate of Atlantis

11. Enter the background door to discover a drill-like device called a microtaur. Use an orichalcum bead with the statue you found back at the Algiers dig site. The statue becomes electrically charged.
12. Use the charged statue with the microtaur's hatch to activate the device and send it drilling through the right wall. Crawl through the tunnel to reach the map room Professor Sternhart mentioned in his note.
13. Approach the spindle in the map room's center and place the Sunstone, Moonstone, and Worldstone on it, in that order. Look at the stones afterward for a closer view.



14. Spin the stones so that the Sunstone's noon sun and the Worldstone's western sea are up top, and the Moonstone's full moon is on bottom. (Alternative

solutions can be found in Plato's Lost Dialogue.) When placed correctly, a secret door opens in the background wall! Take the stones and head through.

15. Indy enters a room with a waterfall. Open the gold box you found earlier and put all your orichalcum beads inside. Close the box afterward.
16. Use the clothesline with Professor Sternhart's comb to make a comb on a string. Then use the wool scarf on the comb on a string to charge it with static electricity. You've just created a makeshift orichalcum detector!

17. Use the charged comb on a string as your guide, going wherever it points. Each time you enter a new room, use the wool scarf on the comb on a string to charge it back up, then use it again.
18. Indy will eventually find a pair of orichalcum beads in a pile of old bones. Score!
19. Return to the room with the waterfall, charge up the comb on a string and use it once more. This time, it points to a background wall. Indy notices that the wall is crumbling a bit; use the entrenching tool on the wall to reveal a secret door!



20. The passage leads to an ancient subway station. Pick up the lone orichalcum bead that's lying on the ground.

21. Take all the orichalcum beads out of the gold box, then place one bead into the mouth of the odd-looking subway car. The car starts up and Indy climbs aboard. Next stop: Atlantis!



INDIANA JONES and the STAFF OF KING

Walkthrough: Fists Path

You've decided to leave Sophia out of the picture and tackle problems head on with Indy's brawn. How bold! You have the choice of visiting Algiers or Monte Carlo after leaving Barnett College; for the purposes of this walkthrough, begin your investigation at Monte Carlo.

Fists Path—Monte Carlo



Indy arrives in Monte Carlo in search of a man named Alain Trottier. Here's how to find him:

1. Wait near the hotel for a gray-haired man in a brown suit to walk by. Talk to the man, who turns out to be Alain Trottier.
2. Tell Trottier who you are, then say you're just a simple professor. He appreciates your modesty.
3. Trottier is intrigued but remains cautious, asking you to answer a question that only someone who's read Plato's Lost Dialogue would know. The questions vary but the answers can all be found within the Lost Dialogue. Skim the book for the answers or make educated guesses until you answer him correctly.
4. After answering Trottier's question, the man hands you his business card. You've got what you came here for; use the nearby taxi to return to the airport.
5. Fly to Algiers.



Fists Path—Algiers

Indy now visits Algiers, hoping to find a man named Omar Al-Jabbar. Here's what you need to do:



1. Cross the market square and enter the back alley on the far left.
2. Talk to the storekeeper, who turns out to be Omar's assistant, Paul Abdul. Ask Paul if he can arrange a meeting with Omar, then show him Trottier's business card.
3. Follow after Paul when he leaves to speak with Omar. Leave the market and head for the city streets.
4. When you get to the streets, look for a bright red dot that represents Paul. Keep close to Paul until Indy sees him duck into a house. Enter the house to visit Omar's abode.



If you lose track of Paul, return to the market, visit the back alley, and ask him to meet with Omar again.



5. Indy finds Omar being interrogated by a German soldier inside his home. You can either fight the villain or use Indy's whip on the

hanging crockery over his head to knock him out cold. See the "How to Play" section at the start of this walkthrough for tips on how to fight.

6. Question Omar afterward to learn that the Germans are looking for an abandoned dig site in the surrounding desert. Omar is grateful to Indy and says he'll give him a map and camel to help him find the dig site. Unfortunately, Omar leaves without saying where the camel and map are!
7. Look around Omar's house and pick up the bamboo stick. You can take a couple statues, too, but there's no reason to.
8. Use the bamboo stick on the hanging cloth to pull it down and acquire Omar's map. The stick breaks, but you don't need it anymore.
9. Use the camel you can see standing outside the window to flee the scene before more Germans show up.

Fists Path—Algiers Desert



Indy must now search the vast desert to find the dig site marked on Omar's map. Here's how to find the dig site:

1. Scan the desert with your cursor to

notice "nomad camps" in various areas. Avoid the patrolling Germans (marked as "trouble" on the map) and visit these campsites to speak with the nomads.



CAUTION If you're caught by the Germans, you'll either have to fight them or let them take you back to Algiers. It's game over if you lose a fight, so save your game before entering the desert. If you'd rather not fight the Germans, tell them that you "should have held out for a faster camel" and they'll take you back to Algiers.

2. Ask the nomads at the camps what they make of the map Omar gave you. The nomads will tell you which direction to travel to find the dig site. There's a nomad camp in every section of the desert; keep speaking to them for clues that take you closer to your goal.



3. You'll eventually speak to a nomad whose camp is very close to the dig site. When you return to your camel, you'll see a small red "X" on the desert. Head for that "X"—it marks the spot!
4. When you finally reach the "X," go left to visit the dig site.

Fists Path—Algiers Dig Site

Indy has managed to locate the abandoned dig site Omar told him about. There must be clues around here somewhere! Here's how to proceed:



1. Climb down the ladder that leads to the actual dig site.
2. The dig site is pitch dark, but you can identify several objects by moving your cursor around. Find a metal thing, which is actually a portable generator. Find a small metal thing on the generator, which turns out to be a switch. Push the switch to turn on the generator and light up the room.
3. Now that you can see what you're doing, pick up a ship rib, a wooden peg, and a clay jar. Indy finds an orichalcum bead inside the jar, too.
4. Examine the mural on the left wall and notice a round object that's painted between the two maidens. Push the round object to open a secret compartment at the base of the mural!



5. Take the stone disk from the secret compartment. The Sunstone is now yours!
6. Now use the ship rib on the crumbling wall to the far right. Indy discovers another mural behind the loose rock, depicting the isle of Crete!
7. Insert the wooden peg into the mural, then place the Sunstone on the peg.
8. Look at the Sunstone to switch to a closer view.



INDIANA JONES

and the
STAFF OF KINGS



9. Rotate the Sunstone so that its carvings match up with its description in Plato's Lost Dialogue. (The solution is always random, so check the Lost

Dialogue for mention of the Sunstone.) When you do, a secret door opens in the background wall!

10. Take the Sunstone but leave the peg in the mural.

11. Head through the secret passage to return to the surface.

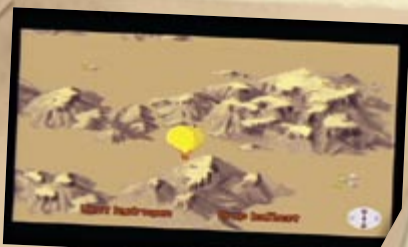
12. Indy is held at gunpoint by a German when he reaches the surface. Tell the man that you're just following Kerner's orders. He doesn't believe you, but at least he won't kill you right off.



13. Save your game, then use Indy's whip on the German to disarm him. Beat him senseless afterward.

14. Go left and climb a long ladder to reach a hot air balloon. Looks like you've found a ride to Crete!

15. The balloon flies in a straight line until you tell it otherwise. Click "vent hydrogen" to make your balloon turn left and descend, and click "drop ballast" to make it turn right and rise.



16. Fly north until you reach Crete.

Fists Path—Crete



Indy discovered a valuable clue at the Algiers dig site—a mural indicating that an Atlantean colony is likely to be found somewhere on

the isle of Crete. Here's what to do when you arrive:

1. Go left after landing, taking a path to reach the ruins of a small village.
2. Climb up the steps as you enter and cross the rope bridge to reach a side trail.
3. Walk along the side trail and pick up the surveyor's transit you find at its far left end.
4. Backtrack across the bridge and return to the lower trail.
5. Exit the hut and push the piles of loose stones you find outside to discover a bull's head statue and a bull's tail statue.



6. Use the surveyor's transit on the bull's head statue to set it up. Look through the transit and use the control buttons to spin it around. Look

for two similar-looking rock formations and align the transit with the one on the left. If you do this correctly, Indy says he sees the left horn.

7. Now use the surveyor's transit on the bull's tail statue. Look through again and align the transit with the right horn.

The Fate of Atlantis



8. A yellow "X" now appears on the ground; go there and use the ship rib on the yellow "X" to discover another stone disk—the second key to Atlantis!

9. Head back to your balloon and go right to find more ruins near some docks. Keep going right until you discover a small stone pedestal.

10. Place the Sunstone on the pedestal, followed by the Moonstone you've just discovered. Look at the pedestal afterward to switch to a closer view.

11. Rotate the Sunstone so that the noon sun carving is up top, then spin the Moonstone so its full moon



etching is on bottom. Click the central spindle afterward to open a secret door! (Alternative solutions can be found in Plato's Lost Dialogue.)

12. Unfortunately, the Germans have already discovered the secret passage, and a soldier steps out to intercept Indy. Save your game before fighting the German, then feed him a knuckle sandwich.

13. Pick up the Sunstone and Moonstone after KO-ing the German, then head through the secret entrance on the right to proceed.

Fists Path—Crete Labyrinth

Indy has obtained two of the three keys to Atlantis and is hot on the trail of the third. He must now brave a massive labyrinth that he's discovered



on the isle of Crete. Here's how to solve the labyrinth:

1. Pick up two of the three statue heads on the nearby pressure switch, but leave the third or the nearby doorway will close.
2. Head through the doorway to reach the next chamber, then turn around and use Indy's whip on the remaining statue head. Indy ropes the third statue through the doorway just before it seals.
3. Explore the labyrinth until you find a room with a giant statue of a Minotaur. Use Indy's whip on the statue's head to knock it down and onto a pressure plate on the floor. Stand on the pressure plate to ride down to a lower chamber.



4. Indy discovers the remains of poor Professor Sternhart in the room below. Read his note, then take his walking staff.

5. Look at the waterfall on the

right to notice a chain running up the wall behind it. Your elevator has risen back to the Minotaur room, so climb the chain to return to the upper level.

6. Exit the Minotaur room through the left door to reach a room with gate. Place the three stone statue heads you found earlier on the nearby shelf to open the gate, then head through.



INDIANA JONES

and the
STAFF OF KINGS



7. Enter the background door of the room beyond the gate to find a room with a gold box. You can't reach the gold box just yet, so use the staff you just acquired to

knock loose the chock that's holding a large weight in place.

8. Backtrack and go right to reach a room with a giant statue head. Use the staff on the statue's mouth to activate an elevator.

9. The elevator brings you up to the room with the gold box. Pick up the gold box, along with the lone orichalcum bead you find beneath it.

10. Now explore the labyrinth until you find a doorway that's sealed by a massive stone slab.



Push the stone slab several times until it at last falls over, letting you pass.

11. Use Indy's whip on a stone outcropping to swing across the chasm in the next chamber, then enter the background door.

12. The next chamber houses two stone slabs, and Indy sees two Germans arguing at the end of a long hall. Walk past the hall to draw one of the guards toward you.

13. If you don't want to fight this guard, quickly hide behind the stone slab on the right.



14. Push the slab when the guard walks past it to crush him. Talk about heavy work!

15. Save your game and then head down the hall to confront

the remaining guard. Indy has to get his hands dirty and pummel this guy, and he's no pushover!

16. After defeating the guard, head into the background to reach a room with several doorways. Go through either of the background doorways on the left.

17. Indy encounters another German soldier in these passages. Save your game before knocking him out.

18. Return to the room full of doorways and enter the background door on the right. KO the guards you encounter in the rooms beyond.



19. Indy eventually comes to a high ledge that overlooks a soldier in a lower area. Push the hanging column of rock

that's directly over the soldier to bring it down on top of him.

20. Backtrack to the room with the many doorways. This time, head through the far-right door.

21. Indy enters the area with the soldier he just crushed. Walk over to the soldier's body and pick up the stalactite that's sticking up from the ground. Head right to continue.

22. Indy can hear singing from the background door in the next area, but don't investigate. Go through the far-right door instead.

23. Indy finds a large boulder in the next area. Use either your ship rib or newfound stalactite on the boulder to get it moving. Whichever tool you use breaks afterward, but that's OK.

24. Unfortunately, the boulder decides to roll backward and plugs up the doorway you've just come through. No matter; proceed down the tunnel ahead.



25. Indy encounters the man he heard singing before—a truly giant German. Fighting this guy is no good; fortunately he's in a singing mood and asks Indy to name him a song. The German lets you go if you suggest a song he likes, but starts a fight if you choose poorly. If the German doesn't like the song you suggest, retreat until Indy flees.

26. After escaping the giant German, use either the ship rib or the stalactite (whichever you have left) on the stuck boulder in the doorway on the right. This time, the boulder tumbles down the hall and crushes the burly German!

The Fate of Atlantis



27. Search the German's remains to find an amber fish on a string in his pocket, along with a couple of orichalcum beads. Don't go

through the doorway the man was guarding just yet.

28. Open the gold box and place all the orichalcum beads inside, then close the box again.

29. Use your newfound amber fish on a string, which happens to be a very high-tech orichalcum detector. If it doesn't point anywhere, search the labyrinth for other rooms that have pits and use the amber fish on a string in those places.

30. Keep using the amber fish on a string in rooms with pits until it at last points downward. Talk into the pit afterward until you get a response. It's Sophia!



31. Use Indy's whip on the pit to help Sophia escape her prison. The young woman hands Indy a stone disk—the very disk Professor Sternhart swiped from them back in Tikal. The final key to Atlantis is yours!

32. Now return to the room where the boulder crushed the giant German. Head through the doorway the burly man was guarding to reach an ancient map room.

33. Approach the spindle in the map room's center and place the Sunstone, Moonstone, and Worldstone on it, in that order. Look at the stones afterward for a closer view.



34. Spin the stones so that the Sunstone's noon sun and the Worldstone's western sea are up top, and the Moonstone's full moon is on bottom. (The

combination is random, but can be found in Plato's Lost Dialogue.) When they are placed correctly, a secret door opens in the background wall! Take the stones and head through.

35. Well done; you've found the labyrinth's exit! Examine the stone pointer before leaving for a clue of where to head next: The volcanic isle of Thera, home of the lesser Atlantean colony.



36. Exit the labyrinth and head to Thera.

Fists Path—Thera

Following the clues they discovered in the labyrinth on Crete, Indy and Sophia have traveled to the isle of Thera to continue their search for Atlantis. Here's what to do at Thera:

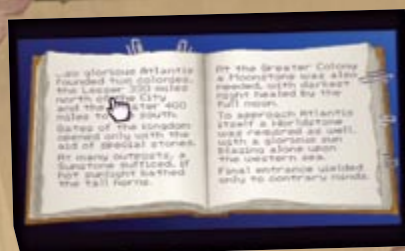


1. Go right and take the path up toward the mountains.
2. Tell Sophia "trust me" and she'll wait for you down by the docks.
3. Once you've climbed up the path, scan the mountain in the background with your cursor and notice three locations—a cleft, a gap, and a notch. Visit each place until you discover a small dig site with truck, a crate, and the entrance to a cave.
4. Take the tire repair kit that sits near the truck, then head back down to the docks.



INDIANA JONES

and the
STAFF OF KINGS



5. Open Plato's Lost Dialogue and search for a passage that mentions the direction and distance of the Lost City in relation to the lesser colony. Keeping Plato's

tenfold error in mind (which is also detailed in the Lost Dialogue), divide the distance by 10 to get the proper mileage. Also, since you'll be traveling from the lesser colony to the Lost City, reverse the direction (east would be west, north becomes south, etc.).

6. Now you know where Atlantis lies in relation to Thera. Speak with the captain at the docks and ask him to take you to Atlantis. Give him the directions you've deciphered from the Lost Dialogue.

7. The captain says the directions you've given him will put you in the middle of the ocean. Ask if you can borrow his diving equipment. He says sure, but warns that there's a hole in the suit. Tell him you know what you're doing.



8. When you reach your destination, open the boat's storage locker to find the diving suit. Use the tire repair kit on the suit to fix it.

9. Use the air

hose on the repaired suit next, then use the suit to make Indy put it on.

10. Indy can't move in the suit, so Sophia takes over from here. Have her pull the air compressor switch to turn it on.



11. Now have Sophia use the hoist with Indy to send him overboard.

12. Unfortunately, Kolonel Kerner arrives and cuts Indy's air supply. Better find that entrance to Atlantis fast!

13. Search every cave on the ocean floor as fast as you can until you at last find the entrance to Atlantis. Way to go!



Walkthrough: Atlantis

You've done it! No matter which path you've chosen to get here, all roads lead you to Atlantis. Spectacular revelations await, so let's get going!

Atlantis—Airlock



Indy is surprised to find that the underwater cavern is pressurized—he can actually breathe down here! It's pitch black, though, so he'll need to

tread lightly and find a way to turn on the lights. Here's what to do:

1. Scan the room with your cursor to find a wood thing, which turns out to be a ladder. Pick it up.
2. Walk to the right and identify some stone rubble (a rocky incline). Place the ladder on the incline.



NOTE If you took the Team Path to get here, Sophia is kidnapped at this point! Don't worry; you'll have a chance to save her soon enough.

3. Now search for a stone thing, which is actually a stone box. Open the stone box and pick up the metal rod you find inside.



4. Use an orichalcum bead with the metal rod to light up the room. That's better!

5. Place the Sunstone, Moonstone, and

Worldstone on the nearby spindle, in that order. Look at the stones to switch to a closer view.

The Fate of Atlantis



6. This time, you must line up the stones' carvings in the opposite manner you've done in the past. (This comes from a clue in the Lost Dialogue about "final

entrance being yielded to contrary minds.") Again, the solution is always random, so just rotate the stones to align their carvings in the reverse pattern of whatever is described in Plato's Lost Dialogue.

7. Place an orichalcum bead into the statue's mouth to open the bronze door, then pick up your three stones and the ladder.
8. Hurry through the doorway—the wonders of Atlantis await!

Atlantis—Maze

The airlock leads to a monstrous maze filled with passages and puzzles.

You're free to go anywhere you like, but there are several special rooms you must visit here, and their locations vary from game to game. Here's how to proceed:



CAUTION German soldiers patrol the maze! Do your best to avoid them or you'll have to duke it out. (The option to flee is always there, of course.)

1. Visit each room that's labeled as a "?" on the map when you pass your cursor over it. Some rooms are empty; others are special rooms you must visit.
2. Whenever you enter one of the special rooms, refer to its section below.



TIP After you visit most special rooms, their names appear on the maze map instead of the "?" icon. This helps you keep track of where you've been.

INDIANA JONES and the STAFF OF KINGES

Robot Parts Room (Bronze Gear)



1. Pick up a bronze gear from the collection of robot parts, then leave.



You can enter this room through a grate in another room, or by simply finding it in the maze.

Robot Parts Room (Bronze Spoked Wheel)



1. Pick up a bronze spoked wheel from the collection of robot parts, then leave.

Statue Room (Fish Head)



1. Take the fish head from the top of the statue, then leave.

Statue Room (Cup)

1. Use your ladder to cross the hole.
2. Pick up the cup that the statue is holding.
3. Backtrack across the pit, pick up your ladder, and leave.



Lava Room

1. Place the cup you found in one of the statue rooms on the pedestal.
2. Place the fish head you found in the other statue room on the plaque.
3. The cup fills with lava; take it and leave.



You can return to this room and fill your cup with lava as many times as you like.

Machine Room

1. Place the bronze spoked wheel you found in one of the robot parts rooms on the right peg at the base of the machine.
2. Use your lava-filled cup on the funnel at the top of the machine. (Find the cup in one of the statue rooms and visit the lava room to fill it with lava.)
3. Collect the orichalcum beads that pop out at the base of the machine.
4. Get more lava and keep making orichalcum beads until Indy says he has a "handful of beads" when you look at them in your inventory.
5. When you're finished making beads, take back your bronze spoked wheel.



The Fate of Atlantis

Eel Room



1. Take the eel sculpture from the room's far alcove, then leave.

NOTE

You can enter this room only by crawling through a grate in another room.

Subway Room



1. Pick up the skeleton's rib cage, then leave.

NOTE

This room always appears in the same place—visit the rubble at the lower-right corner of the maze.

Crab Room



1. Fight German soldiers inside the maze until you defeat one, then search his body to find a bratwurst. (You do not need to do this if you took the Team

or Wits path to get here and still have the sandwich you made while aboard the German sub.)

2. Use the bratwurst with the rib cage you find at the subway room to "bait" it. (You can also use the sandwich you made while infiltrating the German submarine instead of the bratwurst.)
3. Use the baited rib cage with the pool of water in the middle of the crab room.
4. Wait until you hear the rib cage go "snap!"
5. Pick up the rib cage to acquire a trapped crab, then leave.

Sentry Room

1. Use an orichalcum bead with the eel sculpture you found in the eel room to heat up the sculpture. Indy throws the heated eel sculpture into the room's water pool, evaporating it.



2. Use an orichalcum bead with the fish statue to open the giant doors, granting you access to the maze's dungeon room and inner canal.

Dungeon Room

1. Don't rush into the dungeon room after passing the sentry room; explore the maze first to find a room with a grate you can open. Crawl through the grate to enter the dungeon room without exposing yourself.



NOTE

There are actually two grates that lead into the dungeon room—you want the one that places Indy close to the room's statue. (You can talk to Sophia through the other grate, but there's no reason to do so.)

2. While Indy eyes the dungeon room through the grate near the statue, place an orichalcum bead in the statue to activate it and make it crush the German guard. If you don't do this, you'll have to fight the guard when you enter the dungeon room through the main door—and he's one tough customer!
3. Pass through the sentry room to enter the dungeon room by its main door.
4. Collect the statue part from the debris left by the destroyed statue. You can't free Sophia just yet, so leave the dungeon room.
5. Enter the canal to proceed.



INDIANA JONES and the STAFF OF KING

Atlantis—Canal

Indy has proved his worth by clearing the maze, but more trials await him in Atlantis's inner canal. Here's how to advance:



1. Use the trapped crab you acquired in the maze's crab room with the hungry octopus that pokes its tentacles out from the water. The octopus enjoys its meal and then departs, allowing you to safely explore the canal.
2. Tell Indy to walk to the far side of the canal and he'll swim across.
3. Step onto the crab-like raft, then use an orichalcum bead with the raft's mouth to make it operational. Now you can float along the river!
4. Float toward the gate on the right, then use either the Sunstone, Moonstone, or Worldstone on the overhead spindle to open the gate. (Only one stone disk will fit.)



NOTE While navigating the canal, the stones always go in the following order as you approach gates near Indy's goal: Sunstone, Moonstone, Worldstone. If you are moving away from the innermost circle of Atlantis, they will reverse in order. This is an easy way to tell if you are moving closer to the heart of Atlantis, or farther away.

5. Continue floating along the canal, opening gates with your stones until you find a staircase. Step off the raft and head upstairs to reach a room with a cupboard.
6. Collect the crescent-shaped gear from the cupboard, then close the cupboard's door and look at it.
7. There's a pattern etched on the cupboard's door. Keep this pattern in mind—it'll soon come in handy!



8. Return to the raft and continue searching the canal for a background archway. (You may have passed the archway on your way to the stairs.)

9. The archway leads to a room with a giant statue and door. Use the chain on the door to attach it.



10. Use the ladder on the statue so you can climb up to its chest plate.
11. Open the chest plate and look inside.

12. You should now have five parts along the bottom of your screen—objects you've discovered



while exploring the canal and maze. If you don't have them all, go back and find the parts you need:

- Bronze spoked wheel (from one of the maze's robot parts rooms)
- Bronze gear (from the maze's other robot parts room)
- Orichalcum beads (can be produced at the maze's machine room)
- Statue part (from the maze's dungeon room, after activating the statue to kill the guard)
- Crescent-shaped gear (from the canal's cupboard)

13. Once you've got all the parts, place the bronze spoked wheel on the statue's center peg, followed by the statue part, to form a "mouth." These two objects always go on the center peg in this order.



14. Now think back to the diagram on the cupboard you noticed earlier—it shows you how to place the crescent-shaped gear and bronze gear on the statue to operate its arms. Place the crescent-shaped gear on the right two pegs and put the bronze spoked wheel on the upper-left peg. Then put an orichalcum bead into the central "mouth" (the center hole).

The Fate of Atlantis

15. When done correctly, the statue's left arm drops down, creating slack on the chain. Climb down and connect the chain's other end to the statue's left arm.



16. Now climb back up and switch the placement of the bronze gear, placing it on the lower-left peg. (You don't need to move the crescent-shaped gear.)
17. Place another orichalcum bead in the center "mouth" to raise the statue's left arm. This causes the statue to pull the chain, yanking the door open!
18. Climb back down, collect the ladder, and pick up the hinge pin you now find on the floor.



19. You may now either continue onward or go back to rescue Sophia. The game's ending varies depending on whether or not you rescue Sophia, so consider

creating a special save here so you can easily go back and enjoy both endings. See the sidebar below to learn how to rescue Sophia or skip it if you'd rather just move along.

Rescuing Sophia

1. With hinge pin in hand, backtrack out of the canal and return to the dungeon room.
2. Give Sophia the hinge pin, then try opening her cage. Indy can only lift it halfway.
3. Tell Sophia that you've got a plan, then tell her to brace the cage with the hinge pin.
4. The plan works and Sophia is saved. After a brief spat, she and Indy share a warm embrace.
5. Try opening the cage again and Indy will lift it just high enough to make the hinge pin fall.
6. Pick up the hinge pin, then return to the canal with Sophia and continue your exploration of Atlantis.



Atlantis—Tunnel



The canal has led Indy to a long, circular tunnel. This place just goes on forever! Here's how to proceed:

1. If Sophia is with you, she starts talking

funny and runs off without Indy. Follow her to reach a room with a giant lava pit in its center. (If Sophia isn't with you, simply explore the tunnel and enter the door on the left to reach the lava pit.)

2. Talk to Sophia to learn that she's been possessed by the spirit of Nur-Ab-Sal.
3. End the dialogue and look at Sophia to switch to a closer view of her necklace.



4. Place an orichalcum bead into the necklace's "mouth" to make it heat up.

5. Sophia removes the necklace; use the gold box with

the necklace to make Indy steal it and toss it into the lava pit, destroying the spirit of Nur-Ab-Sal.

6. Walk to the lava pit room's far left end and pick up the scepter lying near the odd-looking skeletons. This is all you need to do here if Sophia isn't with you.
7. Leave the lava pit room and continue exploring the tunnel.



INDIANA JONES

and the
STAFF OF KINGS



8. Notice some strange markings on the tunnel's left wall and remember the pattern.

9. After viewing the markings, go through the door on the

right to discover a giant drilling machine. Notice more markings on the ground near the device and commit them to memory, too.

10. Climb up the machine's ladder and insert the hinge pin and scepter into two of its three slots so you can use them as levers. The markings you saw in the hall hint at which slots to use.

11. After inserting the levers, push or pull them to the correct height to put the machine in drive. Again, the markings you noticed in the hall tell you which position the levers need to be in.

12. With the levers in place, feed the machine's "mouth" an orichalcum bead to start it up and begin motoring around the tunnel.



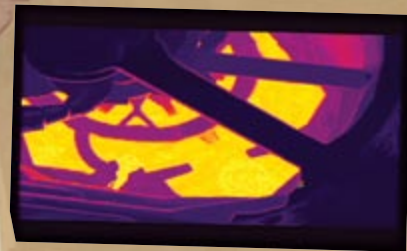
13. While the machine is running, switch around the levers and reposition them to match the markings you noticed earlier on the floor near the machine. This causes the machine to turn and smash through a wall, landing you in a new section of Atlantis.

Atlantis—Path to Core

A white-knuckle ride has brought Indy close to Atlantis's innermost core. Whatever this place was built for, the answers must be close!

Here's what to do:

1. Follow the walkway to reach the central tower.
2. Indy pops out on a lower walkway; walk to its end to proceed.
3. Indy arrives at a lava-filled area with numerous doorways. Navigate this relatively simple maze, entering the doors to pop out of others as you make your way toward the lower lava tiles.



4. While navigating the doorway maze, take note of the giant carving on the background wall that seems to show a special alignment of the Sunstone, Moonstone, and

Worldstone. This carving varies from game to game, so commit it to memory when you see it.



5. Save your game when you reach the lava tiles, for one false move spells disaster for Indy. Step onto one of the tiles and notice that the next one across

vanishes. This happens every time you step on a tile, so think things through and make your way across carefully. Don't linger on the floor tiles too long or they may vanish beneath your feet!

6. Head down the steps beyond the lava tiles to reach the next area.



Atlantis—Core

At last, Indy has reached the very heart of Atlantis! The time has finally come to learn what the strange beings who built this place were trying to accomplish.



1. Enter the central building and locate a spindle on its left side.
2. Place the Sunstone, Moonstone, and Worldstone onto the spindle, in that order. Then look at the stones to switch to a closer view.
3. Align the stone in the same pattern you saw carved into the wall back at the maze of doorways and lava tiles. The wall carving's outer ring always indicates the position of the Sunstone's noon sun; its middle ring always represents the Moonstone's full moon; and its inner ring represents the Worldstone's volcano. Remember: The pattern varies from game to game, so backtrack to the lava room if you need to reexamine the diagram.
4. The room lights up and a strange apparatus lowers. Germans suddenly storm into the room, ecstatic that Indy has helped them solve Atlantis's final puzzle.



5. The Germans' scientist, Dr. Ubermann, reveals that the room's apparatus is a device built by the Atlanteans in an attempt to transform mere mortals into gods.



CAUTION Save your game before making any dialogue choices, for many of them lead to disaster!



goes horribly wrong and Kerner's wicked existence is brought to a painful end.

6. Kolonel Kerner insists on being the first one to test the Atlanteans' device. Nothing will dissuade him, so tell him anything you like. The test

7. Ubermann demands that Indy be the next guinea pig. You must make your dialogue choices very carefully after Indy is forced onto the pedestal. Avoid telling Ubermann how many orichalcum beads to use, and don't say anything like "who cares" or "let's get this over." Instead, when Ubermann asks you how many beads, tell him "No beads, you crazy old man!"
8. When you get the chance, tell Ubermann "Please, professor, don't make me do this."
9. Next, say "Please, professor, I've got classes to teach."
10. Then tell Ubermann "No beads! Forget your stupid obsession!"
11. Now you can say "It's not too late. Let's call the whole thing off."
12. Next, say "No beads! Let's get out of here!"
13. Then say, "We've still got a chance if we leave now."
14. Eventually, you'll start seeing the same dialogue options crop up. When this happens, tell Ubermann "Listen, what if Plato's error went the other way?"
15. Ubermann again asks how many beads to use. Tell him "No beads!!!"
16. This brings up an important dialogue choice: "For your sake, I hope this doesn't work." Say this to Ubermann to make him wary.
17. Then say, "Once I'm a god, I'm sending you straight to hell."
18. Finally, tell Ubermann "Ever hear the term, 'angry god'? Wait till you see me!"



Indy at last succeeds in planting the seed of doubt in Ubermann's mind—the mad scientist decides to turn himself into a god first. This has terrible

results; Ubermann transforms into some sort of bizarre lifeform and then vanishes into nothingness. Atlantis starts to fall apart and Indy makes his daring escape.

Congratulations, you've solved the mysteries of Atlantis! There's plenty more adventure to be had, mind you—why not try all three paths to pump up your Indy Quotient score? And don't forget that the ending changes depending on whether or not you saved Sophia from the dungeon room!





Adventurer's Handbook

ADVENTURER'S HANDBOOK

Ready to get out there and snatch some fortune and glory, kid? That's great, but you won't get very far if you're not prepared. Better brush up on the skills it takes to live life as a high-stakes adventurer!

Indy's Actions

Punching

Press and hold either  or  to make Indy enter Combat Mode. Indy remains stationary in this mode, poised to defend himself against attackers.

Now you can make Indy throw different punches by doing the following:

- Slide the stylus left or right across the Touch Screen to throw quick left and right hooks.
- Slide the stylus upward to throw a powerful uppercut that often knocks enemies down.
- Slide the stylus downward to unleash a crippling kidney punch that enemies are rarely prepared for.



TIP

When faced with an over-aggressive adversary, tap Indy's health bar and hold the stylus there to make him cover up and block. Indy takes no damage from punches while blocking!

Disarming Enemies



As the adventure unfolds, Indy encounters stronger enemies armed with pistols. These foes are especially dangerous; immediately enter Combat Mode when someone aims at Indy. Tap

on the enemy's pistol to make Indy lash out with his whip, slapping the firearm away.

Indy's Pistol



Indy's a cautious fellow and carries a pistol of his own throughout most of the adventure. Enter Combat Mode and tap the pistol icon at the upper-left corner of the Touch Screen to make Indy

draw his pistol, then tap anyone or anything in the environment to make Indy shoot it. Blasting enemies is the fastest way to take them out and is especially useful against more resilient foes, like enemy officers.

NOTE



Avoid shooting unarmed enemies. You'll lose some Fortune and Glory points if you do.

TIP



Shoot red barrels to make them explode, disposing of all nearby villains!

Using Weapons

Everything's a weapon to Indy. Shovels, pipes, wrenches, pots, and pans—you name it, Indy can grab it and put it to use against his foes. Simply tap any item you see in the environment that's outlined in blue to make Indy pick it up. (The outline turns green when Indy draws near.) Now enter Combat Mode and slide the stylus across the Touch Screen to make Indy swing the weapon, causing great injury to nearby foes!

Indy also can throw weapons at enemies to harm them from afar. Simply enter Combat Mode and tap the stylus instead of sliding it to make Indy hurl whatever he's holding, wherever you like.



NOTE



Indy can't interact with other objects while holding a weapon, so he sometimes needs to throw away his weapons to proceed.

INDIANA JONES and the STAFF OF KINGES

Indy Moves

As he beats the stuffing out of bad guys, Indy steadily fills up his special Indy Meter, which is located at the upper-right corner of the Touch Screen. When just one bar on the meter is full, Indy can unleash a powerful attack, known as an Indy Move, that instantly defeats the nearest bad guy!



When there's enough juice in the Indy Meter, tap it to make a special fist icon appear over the heads of one or more nearby enemies. (The more full the meter, the more enemies you can target at once, up to three.) Tap each fist icon just as the shrinking outer circles are about to touch the icons to unleash a powerful Indy Move that instantly KO's the bad guy!



Indy Moves are a huge advantage, but they take time to perfect. If your timing is way off, the Indy Meter loses some juice and no special Indy Move is performed. If your timing is close, Indy performs his Indy Move and the Indy Meter depletes a bit. If you have perfect timing, the Indy Meter won't lose any juice, allowing Indy to keep knocking out bad guys, one after the other!



Indy Moves are a huge advantage, but they take time to perfect. If your timing is way off, the Indy Meter loses some juice and no special Indy Move is performed. If your timing is close, Indy performs his Indy Move and the Indy Meter depletes a bit. If you have perfect timing, the Indy Meter won't lose any juice, allowing Indy to keep knocking out bad guys, one after the other!

Indy Moves are a huge advantage, but they take time to perfect. If your timing is way off, the Indy Meter loses some juice and no special Indy Move is performed. If your timing is close, Indy performs his Indy Move and the Indy Meter depletes a bit. If you have perfect timing, the Indy Meter won't lose any juice, allowing Indy to keep knocking out bad guys, one after the other!

Climbing

Combat can be hectic for Indy, but climbing things isn't. Simply tap the edge of any low wall or platform to make Indy climb up and explore what's above.



Jumping and Swinging

Jumping's another easy feat for Indy. Simply position our hero close to any gap of reasonable size, then tap the edge of the spot to which you want Indy to leap. Dr. Jones then makes a daring jump to the designated location.

Swinging works a lot like jumping—just position Indy close to a gap and then tap the overhead objects (tree branch, steam pipe, etc.) to make Indy lash out with his whip and swing across to a far platform.



Careful: Sometimes Indy doesn't quite clear the distance when jumping and may be forced to make a last-second grab. Whenever Indy is forced to grab on for dear life, quickly slide the stylus upward along the Touch Screen to help him secure his grip and climb up to safety.

along the Touch Screen to help him secure his grip and climb up to safety.

Balancing

Indy's got excellent balance and can tiptoe across even the narrowest of beams and walkways. Tap the stylus with care during these events, leading Indy along the narrow path in a straight line to prevent him from falling.



CAUTION Indy makes a desperate grab if he loses his balance on a narrow beam. Quickly slide the stylus upward along the Touch Screen and help him climb back up!

Shoving Objects

Indy must grab and shove certain objects to solve puzzles and reveal secret passages. Simply tap any movable object to make Indy grab it, then slide the stylus to make him push or pull the object as needed. When you're happy with the object's placement, tap anywhere to make Indy let go. Pressing **L** or **R** will also cause Indy to release his hold on the object he is moving.



Adventurer's Handbook

Smashing Crates



All adventurers know that good things come in small wooden boxes. Approach these special crates, then enter Combat Mode and tap them to make Indy smash them apart

with a kick or a lash of his whip. Special prizes often pop out, so search around and break every crate you see!

Other Interactions



Ladders, levers, switches, doors—Indy interacts with all of these and more. Simply tap anything that looks suspicious and see if Indy can get any use out of it.

TIP

Keep an eye out for special objects highlighted by a little sparkle in the environment. Tap these objects to make Indy interact with them in some important way.

Artifacts give huge point bonuses, but there are many other ways to pad your Fortune and Glory score. Here's a list of things to try:

- Knocking down enemies with Indy's fists
- Beating up enemies with improvised weapons (shovels, etc.)
- Performing Indy Moves on enemies
- Shooting armed enemies with Indy's gun
- Collecting artifacts (amount varies based on artifact type)
- Completing cipher puzzles

Health Packs



Surrounded by so much danger, it's only a matter of time before Indy suffers some form of serious injury. Fortunately, our hero's health is completely refilled each time he collects a health

pack! Health packs are sometimes dropped by defeated enemies and can be found just lying around, but they're more commonly discovered when smashing crates. Just one more reason to break 'em!

TIP

Avoid collecting health packs during difficult scenarios until Indy desperately needs them. And keep in mind that Indy is always slowing replenishing his health.

Items and Objects

Artifacts



Keep your eyes peeled for tiny statues of bronze, silver, and gold. These little artifacts can be found lying around, and they often pop out of crates. Grab them to increase your

Fortune and Glory score, which is located on the top screen. The higher your Fortune and Glory score, the faster the Indy Meter fills when you fight bad guys!

Ammo Boxes



Indy's pistol doesn't refill itself when it's empty, so look around for ammo boxes to grab some bullets. These boxes are pretty scarce, however, so use them wisely. Get the most out of Indy's pistol by unloading it

on nearby bad guys before collecting more ammo.

Bonus Ciphers

Keep your eyes peeled for special little boxes hidden in certain levels. These rare treats are bonus ciphers—collect them to unlock extra puzzles for use in Cipher Mode! See the "Ciphers" chapter for complete details.



INDIANA JONES and the STAFF OF KING

CHAPTER 1: SAN FRANCISCO

Indiana Jones's exciting handheld adventure begins on the mean streets of San Francisco's Chinatown. After receiving a troubling phone call, Indy has traveled here to make sure everything's all right with his good friend, Archie Tan. Unfortunately, the reception Dr. Jones receives as he nears Archie's shop is far from welcoming!

Taking It to the Streets



Archie's shop isn't far, but you'd better get a move on. Use the stylus to move to the right, where you stumble upon a couple thugs harassing an innocent old man in the street.



Time to fight the good fight! First, hold either **[C]** or **[B]** to enter Combat Mode. This makes Indy stand his ground, allowing you to use the stylus to throw punches. The first few bad guys block a little, but they don't really fight back. Let loose and practice throwing different punches as fast as you can.

- Slide the stylus left or right across the Touch Screen to throw quick left and right hooks.
- Slide the stylus upward to throw a powerful uppercut that often knocks enemies down.

- Slide the stylus downward to unleash a crippling liver shot that enemies are rarely prepared for.



Indy scores Fortune and Glory points each time he knocks an enemy down. Your total Fortune and Glory score and current objective are displayed on the top screen. The higher your score, the faster the Indy Meter fills (more on that in a bit).



Fists are fun, but you sure can't beat a good weapon. Exit Combat Mode and run to the right to find a shovel leaning against a building.



Objects that are outlined in blue, like this shovel here, can be picked up and wielded against bad guys. Tap the shovel to grab it, then reenter Combat Mode and slide the stylus left or right to start swinging. You can also tap an enemy (or anywhere, really) to make Indy throw his weapon at them, softening them up from afar.



Defeating enemies with weapons also scores you Fortune and Glory points.

YOU MUST BE ARCHIE'S FRIEND! MY NAME IS LOO SING. ARCHIE'S BEEN KIDNAPPED BY THE HIP CHEN TONG!



Finish off the goons and then speak with the old man they were bothering. He tells you that Archie's been kidnapped by a gang called the Hip Chen Tong and advises you to cross the nearby rooftops to proceed.

NOTE: You now have a new objective: Proceed on rooftops. Whenever your Journal is updated in this fashion, a small icon appears in the upper-left corner of the Touch Screen to draw your attention.



Toss away any weapon you might be carrying and look around the alleyway for a way up. Tap the fire escape at the street's end to climb up the ladder and continue your adventure high up on the rooftops above.



San Francisco



Rooftop Run



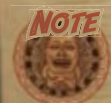
Cross the rooftops, moving to a green space. Tap the flagpole ahead to make Indy whip-swing across a gap.



Enter Combat Mode and use Indy's fists to pound the lone enemy thug on the next roof.



Stand near the big crate on the roof that follows, enter Combat Mode and then tap the crate to smash it open and collect a health pack.



NOTE Health packs restore Indy to full health when collected, but he won't take them if his health is already full.



TIP If you head north from here and break the crates within the rooftop enclosure, the artifact tutorial will play.



Continue left along rooftops, beating up another lone enemy and collecting the first hidden artifact.



Tap the ladder at the far end of the roof to climb down to an alley.

Back Alley Brawl



A gang of goons attacks Indy in the alley, and the Indy Meter suddenly appears in the upper-right corner of the Touch Screen. All three bars of the Indy Meter are filled; simply tap it to attempt a spectacular Indy Move!



A fist icon surrounded by a circle appears over nearby enemies' heads after you tap the Indy Meter. Tap the fist icon just as the shrinking outer circle is about to touch the icon to unleash a powerful Indy Move that instantly KO's the bad guy!



Bam! Indy Moves can target up to three enemies at once—one for each bar on the Indy Meter. The bars won't deplete if you have perfect timing, allowing you to keep KO-ing bad guys all day long!



Defeat every thug with Indy Moves, then proceed through the north door.



INDIANA JONES and the STAFF OF KING

Filling the Indy Meter

Filling the Indy Meter is easy: Just keep beating up bad guys! The higher your Fortune and Glory score, the faster your Indy Meter will fill—so keep trying for those Fortune and Glory points! Each of the following actions adds to your Fortune and Glory score:

- Knocking down enemies with Indy's fists
- Beating up enemies with improvised weapons (shovels, etc.)
- Performing Indy Moves on enemies
- Shooting armed enemies with Indy's gun
- Collecting artifacts (amount varies based on artifact type)
- Completing cipher puzzles

To Archie Tan's



Visit the north alley after running through the door to find some crates. Smash the crates to find a bronze artifact worth 50 Fortune and Glory points!



Backtrack out of the north alley and go right. Climb onto some stacked pallets by tapping them near the edge.



Pick up the ammo on the ground beyond the pallets to load Indy's pistol, then enter Combat Mode. Tap the icon of Indy's pistol in the upper-left corner of the Touch Screen, then tap the gas pumps ahead to blow them up, wiping out a gang of thugs.



By heading west of the gas pumps, you'll find a hidden artifact, plus a lever that can drop a platform down on enemies below, easily taking them out.



From now on, you can use Indy's pistol in Combat Mode to shoot enemies and other targets. Take advantage and even the odds out there!



Continue onward and smash another crate near a truck to score more ammo.



Beat up more bad guys and smash two crates in a nearby alley to find a silver artifact worth 100 Fortune and Glory points!



Enter the building to proceed.

Archie's Shop



Uh-oh, there are more gang members in Archie's shop! Wipe out the mob of goons using powerful Indy Moves and the weapons in the vicinity.



Smash a crate behind the left counter to score a health pack after the brawl.



San Francisco



Indy finds Archie's granddaughter, Suzy, a bit farther inside the shop. After speaking with Suzy, go left and run up the stairs to reach Archie's office.



Close the shade inside the office, then approach the ancient lantern projector that's sitting on the desk. Blow into your DS microphone to make the projector cycle through various pictures of animals.



The animal pictures shown by the projector relate to the office's wall placards. Approach the placards and tap them in the order that the animals appear when you blow on the projector. Do this correctly to open a secret alcove and obtain the basement key! Tap the placards incorrectly, and the puzzle will reset.

TIP

If you're having trouble solving this puzzle, just blow into the lantern again at any time after the shade has been closed.



Exit the office, run past Suzy, and go downstairs. Turn right and tap the strange circular symbol on the wall to insert the basement key and reveal a secret passage!

Secret Passage



Enter the secret passage, head downstairs, and then smash a pair of crates to find a bronze artifact.



Tap the nearby wooden box to activate a cipher puzzle that you must solve to progress.

Cipher 1: "Tutorial"



To solve this cipher puzzle, you must lead a small water bead through a maze of obstacles. Reach the goal before time runs out to solve the cipher!



First, move the water bead onto the glowing switch to open the blue door. Then lead your water bead through.



Hold **□** or **△** and double-tap the walls that block your path ahead to shatter them so you can continue.



INDIANA JONES and the STAFF OF KINGS



Hold **L** or **R** again and use the stylus to slide the stone out of your path so you can reach the nearby switch.



Move onto the switch to open the blue door on the right.



Beware the piles of sand ahead: Your water bead will dry up if you touch them, forcing you to start over! Approach the sand piles with care, then blow into your DS microphone to scatter them! This clears the way forward.



Careful: A fireball burns in the next area, and it'll vaporize your water bead if you touch it! Fireballs are just

like sand piles, only more dangerous because they re-ignite after a few seconds. Get close and then blow into your DS microphone to briefly extinguish the flame.



Quickly roll past the fireball after blowing it out. Activate the switch beyond to open an upcoming door.



Blow out the flame again and roll past, then smash apart the walls that follow.



Beware the plunger in the next stretch—it'll splatter your water bead if it slams the bead! Get close and send your bead through when the plunger retracts.



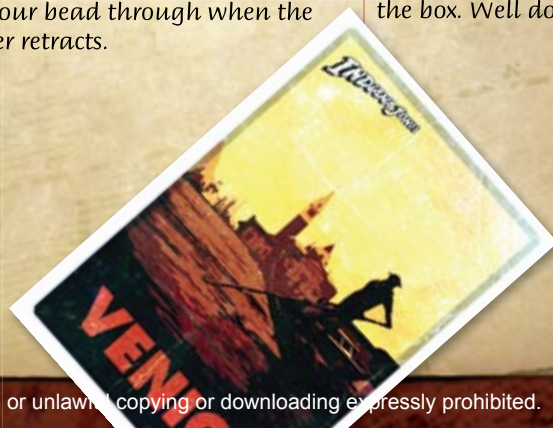
Roll your bead up to the sword in the wall ahead. Hold **L** or **R** and slide the stylus in the direction that the sword is pointing to make it stab out and slice your water bead into two smaller halves!



Maneuver your twin water beads onto the two small switches to the right. If your water beads happen to rejoin, use the sword to split them again.



Roll your twin water beads into one another to reform your full-size bead, then roll onto the purple switch ahead to solve the cipher and unlock the box. Well done!





San Francisco



Indy finds a note from Archie inside the cipher box, telling him that the Jade Sphere the goons are after is hidden inside the Star of the Orient. The note tells Indy to use a hidden passageway in the Lao Che Lounge to get there.



Backtrack and speak to Suzy. She tells Indy to find a man named Loo Sing on the rooftops and hands him a key.



Go up the stairs on the left after speaking with Suzy to return to Archie's office. Tap the metal door inside the office to open it with the key Suzy just gave you.



Head through the door to reach a fire escape. Tap the ladder to climb up and return to the rooftops of Chinatown.

Rooftops, Round 2



Run north across the rooftops and climb to a higher roof to smash a couple of crates. A bronze artifact pops out of one of them.



Run to the far end of the roof to locate Loo Sing. The old man gives Indy the password he needs to enter the Lao Che Lounge.



Backtrack to the ladder and go left. Position Indy on the glowing green edge of the roof ahead, then tap the glowing green edge of the far roof to make Indy leap across.



TIP Climb down this fire escape ladder just before the jump gap to find an area below where Indy can fight some more thugs, and obtain an artifact and some ammo.



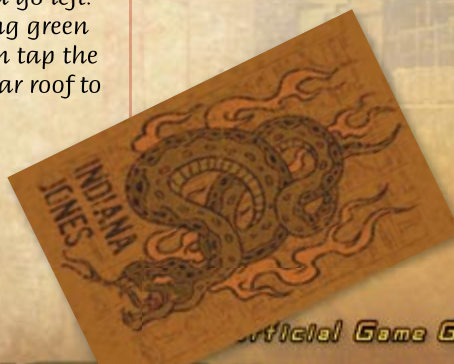
Careful: Sometimes Indy doesn't quite clear the distance and is forced to make a lifesaving grab! Whenever this happens, quickly slide the stylus upward along the Touch Screen to help him regain his grip and climb up to safety.



Tap the flagpole ahead to make Indy whip-swing across the next gap.



Climb a short ladder and then approach a control switch. Tap the switch to activate a crane and move a large metal beam.



INDIANA JONES and the STAFF OF KINGES



Backtrack down the ladder and whip-swing back across the gap. Step onto the narrow beam you just moved and carefully make your way along.



CAUTION Indy will fall and grab the beam if he loses his balance! Quickly slide the stylus upward along the Touch Screen to help him regain his grip and climb back up. If Indy does fall, there are artifacts and ammo to collect down below. A fire escape ladder allows you to climb back up to the start of the beam again.

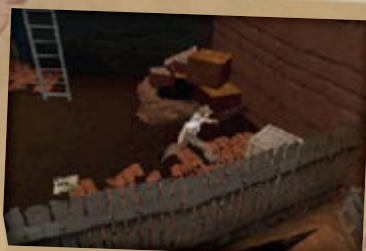


Beat up the lone goon on the rooftops that follow, then climb down the far ladder to return to solid ground.

Path to Lao Che's



Rough up the lone thug that attacks you in the lower alley.



Don't miss the crate sitting near the wood fence! After pounding the thug, smash it to claim a silver artifact.



Use weapons to help you thrash the goons in the streets that follow.



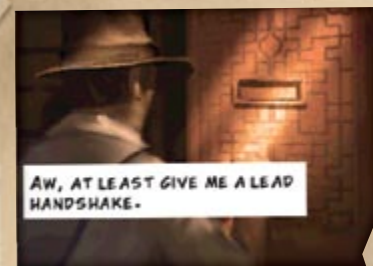
Crack open some crates to the north and score some more pistol ammo.



Another pair of crates near a wood fence on the left contains a silver artifact—be sure to get it!



Bash one last crate near the entrance to Lao Che's to acquire a health pack. Tap the door afterward to speak with the bouncer.



Loo Sing's password works like a charm and Indy is granted entry to Lao Che's!

Lao Che Lounge



Indy faces a mob of thugs inside Lao Che's seedy nightclub. Use Indy Moves and the ample array of weapons to beat back these thugs.



TIP Remember: The Indy Meter doesn't deplete when you unleash Indy Moves with perfect timing! Practice achieving perfection and you'll breeze through most fights.

**San Francisco**

After clearing out the bar, head upstairs and smash a crate to find a gold artifact valued at a cool 150 Fortune and Glory points!



Go downstairs and head through the north doorway to proceed.



Tap the giant grandfather clock in the next room to make Indy grab it. Then slide the stylus from left to right to make Indy pull the clock away from the wall, revealing a secret passage!

Hidden Cavern



Enter the passage and go downstairs. Head left to reach a small cavern.



Run up the wood stairs and leap across the gap in the walkway by standing near one edge and tapping the far edge. Remember to slide the stylus upward and help Indy secure his grip if he falls short.



Carefully cross a narrow beam to board an antique pirate ship—the Star of the Orient!

Star of the Orient



Climb a ladder on the right to reach a higher deck.



Run to the far end of the upper deck, then tap the fallen mast to whip-swing over to the nearby cliff.



Run to the cliff's left end and smash a pair of crates to claim a silver artifact!



INDIANA JONES and the STAFF OF KINGS



Backtrack and drop to the ship's main deck, then cross a narrow beam to the north to reach another rocky ledge.



Smash the crate in the north nook to discover a small key!



Backtrack across the beam and climb the ladder again to return to the ship's upper deck.



Tap the cabin door to open it with the key you just found and step inside.



Dash downstairs and tap the chest to the right. Hang on—before he can open the chest, Indy must solve another cipher!

Cipher 11: "The Jade Treasure"



When you're ready to begin, slide your water bead onto one of the two switches to open one of the two right doors. The passages are mostly identical.



Slide the thin stone out of your way in the next passage and smash through the wall beyond.



Roll to a sword block and use the sword to slice your bead in half.



Enter the narrow passages to the north, break the walls inside, and trigger both little switches to open the way forward.



Keep the bead split in half and roll it into the two narrow passages on the right. Trigger a couple of little switches to a door beyond a stone to the left.



NOTE If the bead reforms into a full-size bead before hitting the switches, roll it onto the north switch to open a passage leading to another sword. Use the sword to split the bead, then try again for those little switches. Also, stone blocks can be strategically used to "hold" a small bead in a particular place, allowing easier navigation of the other bead.



San Francisco



With the left door gone, reform your bead halves, returning it to normal size. Slide the left stone out of the way so you can roll the bead onto the switch beyond and open another door.



Move the next stone out of the way before rolling left past the plunger.



Careful when passing the next plunger: A sand pile lies ahead! Stop near the sand and blow it away before continuing.



Maneuver down the path, blowing sand piles out of the way and breaking apart walls. Be sure to blow away the sand near the switch at the trail's right end before rolling the bead onto it!



Backtrack a bit, then head north and carefully navigate past the trio of plungers. It's tough rolling straight through, so pause in the narrow spaces between the plungers, and just pass them one at a time.



Hit the switch beyond the plungers to banish a door, then slide the next stone out of your way. Break a few walls and roll the bead onto the purple switch to solve the cipher!

The Jade Sphere



Upon solving the cipher, Indy opens Kingston's chest and finds a priceless artifact known as the Jade Sphere sitting within!



You've got what you came here for. Backtrack all the way out of the ship, heading south across the balance beam, and dashing right, retracing your steps out of the hidden cavern.



Indy is surprised to find Archie waiting for him outside the cavern, but all is not well—the poor man's being held at gunpoint! The hand on the trigger belongs to one Magnus Völler—a former student of Professor Kingston's, and Indy's archeological rival who is now working for the Germans!



INDIANA JONES and the STAFF OF KINGS



Völler demands the Jade Sphere from Indy, but Archie helps our hero make a daring escape. The two flee to a trolley, with a mob of villains hot on their heels!

Trolley Brawl



Goons soon swarm the trolley. Throw punches to charge your Indy Meter, then unleash furious Indy Moves for fast KOs!

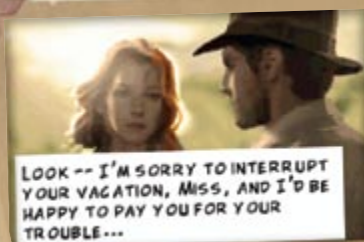


Just keep pummeling thugs until Indy and Archie make good their escape. Some of the villains may drop health packs—be sure to grab them and patch Indy up!

CHAPTER 2: PANAMA

Indy has learned that the Jade Sphere is actually some sort of mysterious key belonging to an ancient Mayan temple. With few other leads, Indy decides to venture to Panama, where the temple he and Kingston visited many years ago still stands.

Boat Ride Brawl



Indy has a bit of trouble hiring a boat when he reaches Panama—an attractive young reporter has already booked passage and refuses to share!



Bullets suddenly whiz past—Völler's men have tracked down Indy! With no time to argue, Indy joins the young woman on her tramp steamer and takes off downriver.



Soldiers leap onto Indy's boat in hot pursuit. Many of these men are armed with pistols; be quick to tap their guns while Indy is in Combat Mode to make Indy whip the guns out of their hands!



TIP You can also shoot armed enemies with Indy's pistol to make short work of them and earn a few Fortune and Glory points in the process.



Keep disarming and beating up bad guys, pummeling 10 of them in total to survive the boat ride. If Indy's ever wounded, smash the crate on the right and grab the health pack that pops out.



Panama



Indy and the young woman nearly tumble over a waterfall, but Indy uses his whip to swing them to safety before it's too late. After the two catch their breath, the woman tells Indy that her name is Maggie. Indy asks Maggie to stay put while he explores the jungle ahead.

Jungle Jaunt



It appears that Magnus's men have already established a base camp in the jungle. It's not long before you encounter more bad guys. Disarm the pistol-packers with Indy's whip, then beat the men senseless.



Tap the tree branch to the north to whip-swing across the gap in the trail.



Defeat more armed soldiers as you sprint north. Tap the edges of the low ledges you encounter to make Indy climb them.



TIP Pick up the branches you find on the ground and use them to punish enemies!



A group of soldiers waylays Indy at a fork in the trail. Use Indy Moves to take them out fast, and be quick to disarm enemies wielding pistols!



Veer right at the fork to find a pair of crates. Smash them to claim a bronze artifact!



Backtrack to the fork and go left this time. Tiptoe across the narrow log you encounter to cross a wide river.



Grab sticks and shovels, and beat the stuffing out of the many soldiers at the campsite that follows. Make good use of Indy Moves and smash the two crates on the right for a health pack when you need it. Shooting the barrels around the camp makes them explode, possibly taking out some enemies.



Smash another crate to the north to claim another bronze artifact!



Loop around to the left and smash a crate near a truck to score some pistol ammo. Tap the edge of the truck's bed afterward to climb up and collect a crank that you'll need to cross the river.

INDIANA JONES and the STAFF OF KINGS



Loop back around to the right and locate a wheel near the north riverbank. Tap the wheel to insert the crank you've just found and extend a bridge across the river.



After crossing the bridge, turn left and smash a lone crate for a bronze artifact.



Continue exploring the trail past the bridge, disarming and dispatching enemy soldiers. Veer right at another fork. Crack open the two crates near a truck to find yet another bronze artifact.



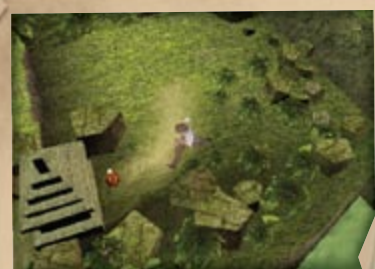
Beat down the gang of soldiers that ambushes you on the wide rope bridge spanning the next river.



Smash a crate near a ladder to claim a health pack, then climb the ladder to reach a high ledge with a valuable silver artifact!



Climb back down and follow the trail north, beating up more soldiers on your way to a riverbank. Before leaping across the river, turn left and explore a side trail to discover a precious gold artifact!



Return to the riverbank and jump across the river. Swipe a bronze artifact from the ground near a stone statue.



Climb some rocks to the right to reach a higher trail.



The trail leads to a giant door for which you currently have no key. Climb onto the ledge to the north to proceed.



Tap a tree branch to whip-swing across a gap, then collect a square stone from the trail's far end.



Backtrack to the door you just passed and tap the small pedestal on the left to insert the square stone you just found. The door opens—hurry through to continue your journey toward the temple!



Panama

Path to the Temple



Indy stands at the foot of the temple but needs a special key to get inside. Enter the ruined shack to the north and collect the circular stone inside.



CAUTION Steer clear of the north trail—it's lined with leaf-covered spike pits!



Exit the shack and swipe a silver artifact from a nook on the left.



Tiptoe across a couple narrow logs to reach some steps leading to the temple's door. Tap the center of the door to insert the circular stone and open the way forward.

Temple Grounds



Go north as you explore the temple grounds. Tiptoe across a narrow fallen column on the left and then climb down the ladder that follows.



Run north and grab a bronze artifact from a shady nook.



Climb up some stone ledges and go left to find another valuable bronze artifact!



Backtrack a bit and go right to find another sealed door with two stone heads on either side. Grab and slide the two statue fragments under the stone heads to complete the two statues and reveal a sphere-shaped receptacle.



Tap the receptacle to insert the Jade Sphere and at last gain entry to the temple!

INDIANA JONES



INDIANA JONES and the STAFF OF KING

Mayan Temple



Run north and pull a pair of levers with your whip to lower a bridge. Cross the bridge to proceed.



CAUTION Watch your step inside the temple—there are many places to fall. Be quick to slide the stylus upward along the Touch Screen and help Indy secure his grip if he's ever forced to make a lifesaving grab.



Tiptoe and leap along the beams and platforms that follow, making your way to a ledge with an ornate pedestal. Tap the mystic key that sits atop the pedestal to take it, then enter the north passage.



Indy reaches a room with a giant circular tower in its center. Be wary of the crumbling bridge and approach the tower and tap the sparkling recess to insert the first mystic key.



The tower rotates and a passage opens on the left. Run through to proceed.

The Second Mystic Key



Time your movements carefully and leap past the swinging hammers in the next area.



Leap across the wide gap to the right after clearing the first hammer, then activate the switch beyond. Be ready to help Indy climb up if he doesn't quite clear the jump!



Leap back across the wide pit and hop across the shorter one to the north. Dash past the dart-spitting statue head on the wall when it's safe to do so.



Whip-swing across the next gap and head through the north passage.



Panama



Sprint down the long winding ramp that follows, outrunning boulders, slipping past hazards, and leaping and swinging across gaps in classic Indiana Jones style on your way to a narrow beam at the chamber's bottom.



Carefully cross the beam and collect the second mystic key from the ornate pedestal you discover on the far platform. Pull the nearby lever afterward to lower a bridge.



Cross the bridge and climb the ladder that follows to reach a switch. Hit the switch to drop another bridge that enables you to return to the previous chamber.



Ride the lift across the pit to quickly return to the room with the circular tower. Run up the tower stairs and insert the second mystic key to rotate it again.

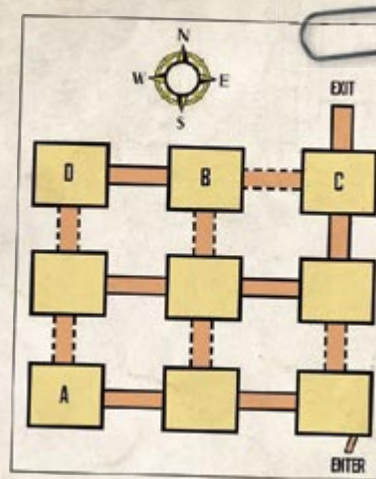


Descend from the tower and head through the doorway on the right to proceed.

The Third Mystic Key



Just one more key to find! Tiptoe across a narrow beam to reach a series of interconnected platforms, a few of which have levers. Refer to the diagram and instructions to solve this puzzle chamber:



1. Run left and pull Lever A to spin the center platform. This lets you proceed north.
2. Run north and pull Lever B to spin the northeast platform. This lets you proceed east.
3. Run east and pull Lever C to spin the central platform again. This will soon come in handy.
4. Run west and pull Lever B to spin the northeast platform again. This will also come in handy.
5. Continue west and pull Lever D to spin your current platform so you can proceed south.
6. Loop around the platforms, heading east and then north to continue through the north doorway.



TIP If you get confused, just exit the chamber and reenter to reset the platforms, then try again.

INDIANA JONES

and the
STAFF OF KINGS



Slip past traps as you run and swing through this hazardous chamber. Make your way to a remote switch and tap it to activate a lift.



Backtrack toward the room's entrance and tiptoe across some narrow beams to reach the lift you've just activated. Ride across to proceed.



Dash across the crumbling path that follows to reach an ornate pedestal with the third mystic key. Hit the switch beyond to lower a lift to the right, then use the lift and begin making your way back to the circular tower chamber.



Climb the tower and insert the third and final mystic key to rotate it one last time. Now you can climb to the top!



Indy discovers a small wooden box atop the tower. Looks like you've got another cipher to solve!

Cipher III: "The Mayans' Gift"



Time to see what the Mayans have been hiding. Roll the water bead past the first plunger, being careful not to fall into the pit beyond.



Slide a stone block into a pit so you can safely cross, then trigger the switch beyond to open a door back near the start. Backtrack to the door and head through.



Blow out the flame in the next passage, then trigger the switch beyond to open a door to the south leading to a sword block. Extinguish the flame again on your way back out.

You now have a choice of two paths: You can slice the water bead at the sword block and activate some little switches, or you can keep it whole and trigger a larger switch to the south. Your decision dictates the path you take toward the solution switch. Each path has its share of obstacles, so pick whichever seems easiest to you.





Panama



Path A



Ignore the sword block and roll straight down to the full-size switch to open a door to the left. Head through, using caution while passing the flame beyond.



Activate another switch past the flame to remove a door back near the first switch. Be careful of the flame as you backtrack out.



Slide a stone into a north pit and then hit another switch to open a nearby door. Maneuver past a flame and pit on your way to a sword block. This is where Paths A and B converge.

Path B



Rather than bypassing the first sword block and hitting the full-size switch beyond, slice the water bead in half and slip your twin beads past the tiny flame in the narrow passage on the right. Don't worry if your beads converge inside the passage; they'll remain tiny until you squeeze back out.



Slide a couple small stones out of your way, and hit the switch at the end of the tiny passage to open a door to the south. Be careful of the flame when exiting the narrow passage afterward.



Reform into a full-size water bead and trigger the switch on the right, then slide a stone into a pit to create a way forward. Maneuver past the flame and pit on your way to another sword block, which is the point where Paths A and B converge.

Solving the Cipher



Slice the bead in half at the second sword block, and maneuver one bead onto the little switch in the narrow passage to the south.



Go north next and hit the little switch beyond the flame to access another one on the right. Roll one bead onto this third little switch and leave it there.



Work the other bead back south to hit a fourth little switch in the lower-right corner. Hit both the third and fourth switches with both beads at the same time to open a door on the left.

INDIANA JONES

and the
STAFF OF KINGS



Reform your water bead and roll it onto the left switch to reach the final stretch. Hit the switch to the south to open the door near the final switch, then carefully slip past the flame on your way to solving the cipher.

A Clue from Kingston



The cipher solved, Indy opens the box to discover a collection of notes left by his old professor, Charles Kingston. He must have hid them here! The notes indicate that Kingston was looking for the fabled Staff of Moses—a biblical artifact rumored to wield tremendous power.

INDIANA... I SEE YOU'VE FOUND THE NOTES.



Völler suddenly appears and demands the notes from Indy at gunpoint. Indy heaves the papers into the air, creating just enough of a diversion to help him escape!

WHAT'S THE STAFF OF MOSES?



Indy finds Maggie waiting for him outside. She has heard everything and insists on joining Indy in what she's sure will be the adventure (and story!) of a lifetime. Indy says the next stop is Paris, and the two quickly book their travel.





CHAPTER 3: PARIS

Remembering that Professor Kingston used to carry out field work in the Paris catacombs back when he was a grad student, Indy decides to continue his investigation there. Maggie has tagged along, hoping to land a hot story.

NOTE

This level is exclusive content, and found only on the DS version of the game!

Catacombs I



Fearing that the catacombs will be crawling with enemy soldiers, Indy asks Maggie to wait for him at the local train station while he checks things out. She understands and reluctantly complies.



Sprint down the first passage, then turn right and crack open a couple crates to discover a silver artifact!



Head north to enter a room full of soldiers. Beat the men up to acquire a round stone, then proceed through the north doorway to explore more of the catacombs.



TIP

Use the bones you see lying on the ground as weapons to knock your enemies senseless!

Catacombs II



Dash across a crumbling bridge in this next area. Looks like you won't be coming back this way!



Slip past the steam jets in the next passage, pausing for a moment between them to get through safely.



Jump across the pit that follows, then take on more villains in the next room. Disarm those with pistols as fast as you can.



After securing the area, bash a crate on the room's right side to score a health pack.



Go north to find a locked door you can't seem to open. Grab hold of the nearby shelf instead, and pull it out from the wall so you can access a secret tunnel.

INDIANA JONES and the STAFF OF KINGS



Tap the tunnel's entrance to make Indy crawl inside. Slide the stylus along the screen to guide him safely through the tunnel without hitting the shooting steam jet.



Cross a narrow beam and crawl through another tunnel to reach a small fenced-off area. Shoot as many of the guards beyond the fence as you can before grabbing the pistol ammo here.



TIP Shoot the barrels near the guards to blow them up with fewer shots! If you don't, you'll end up fighting these guys when you enter the room.



Kick open the nearby crate to discover a bronze artifact, then tap the switch on the wall to open the door you passed a while back. Backtrack to the door and head through.



Hit the switch on the wall in the next area to open another door, but don't go through just yet. Instead, slide the nearby shelf away from the wall to reveal a secret passage!



Run to the end of the passage to find a chest. Tap the chest to open it and discover a rare gold artifact! Backtrack out and proceed through the door you just opened.

Catacombs III



Dispose of the soldiers in the next wide chamber, disarming those with pistols straight away.



Tiptoe north across a narrow beam. The crates on the far ledge are both empty, but you can smash them anyway!



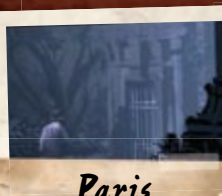
Leap across the next pit, then whip-swing past the next one that follows.



Smash a couple crates in the next area to obtain a health pack.



Slide another large shelf away from a wall to reveal a hidden passage. Head inside to discover another chest that contains a silver artifact!



Paris



Backtrack out of the passage and tap a wall switch to open the far left door. Hurry through to reach the next section of the catacombs.



Go through the left doorway and whip-swing across the pit in the passage beyond.



Tiptoe across a wooden beam and then crawl through another tunnel to reach a wall switch. Tap the switch to extend a bridge behind you, alerting some enemy soldiers in the process.

Catacombs IV



Cross some narrow beams, turning right to reach a crate on a small ledge. Shoot the soldiers on the far ledge from this vantage point, then smash open the crate to find more ammo.



Climb the ladder that follows and open the chest at the passage's end to discover another silver artifact!



Backtrack and head through another doorway to the right. Dash across a crumbling path and smash a crate near a ladder for a health pack.



Cross the remaining beams and then kick open the crates the soldiers had been guarding to score a health pack.



Climb the ladder and enter the tunnel above. Make your way through without touching those steam jets!



Backtrack to the ladder and climb back down to reach the bridge. Sprint across and dispose of the bad guys on the other side before continuing through the doorway ahead.

Enemy Bunker



Indy has discovered a secret enemy bunker hidden deep in the catacombs! This should be fun...

INDIANA JONES

and the
STAFF OF KINGS



Run down the hall and tap a button to open a door. Enter and throw down on the soldiers in the warehouse beyond.



Smash the crates in the warehouse to find a health pack and a wrench!



After clearing out the guards, climb a ladder and crawl through a ventilation shaft.



More enemies await in the next room. Shoot the barrels through the bars the moment you exit the vent to clear out the place quickly!



Smash a crate in the room beyond the bars to find some pistol ammo, then hit the button on the far right wall to open a door.



Dispatch the soldier in the control room that follows, then press a button to open the door marked "2" that you just passed a moment ago. Backtrack to the door and head through.



Take on more soldiers in the following hall, then swipe a bronze artifact from a desk in the office room ahead. Push the button on the wall afterward to open the door marked "4" that you passed just moments earlier.



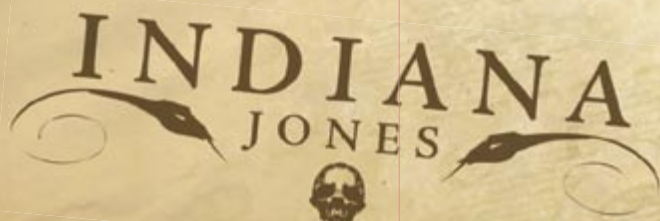
Backtrack to the door marked "4" and head through to reach a small maintenance room. Tap the valve on the wall near a door marked "6" to turn it and shut off some steam vents elsewhere in the bunker.



Return to the room where you found the bronze artifact on the desk. Either pull the heavy shelf away from the wall or climb up the nearby ladder to reach the next chamber.



Both passages lead to the same destination—a high-tech map room the enemies have been using to plot their covert ops. Deal with any lurking soldiers, and then hit the button on the second floor to open the door marked "6" that you noticed earlier.





Paris



After pressing the button, search around the wall behind it to collect a hidden cipher puzzle! This unlocks a bonus cipher puzzle for use in Cipher Mode! (See the "Ciphers" chapter after the walkthrough for complete details.)



Backtrack to the door marked "6" and turn the valve in the small room beyond to open a secret path back in the map room. You guessed it: Better head back there!



Climb a ladder on the map room's far right side to reach the secret path you've just opened. Head inside to resume your search of the catacombs!

Catacombs V



Run north and pull a lever in an alcove to extend a bridge across a wide chasm to the left.



Rush to the chasm and sprint across the bridge before it vanishes into the wall again. If you're too slow, return to the lever and try again.



Turn left past the retracting bridge and whip-swing across the gap ahead.



Turn right before jumping across the next gap and smash a couple crates on a balcony to find a prized gold artifact!



Now leap across the pit and pull the lever on the far ledge to extend a bridge off the platform you just visited.



Hurry to the platform and dash across the bridge before it retracts again. Cross the narrow beam that follows and head through the far door to proceed.



INDIANA JONES and the STAFF OF KINGS

Catacombs VI



Indy enters a nasty maze where many paths lead to disaster. Three statues stand at each of the maze's intersections, one statue in each path before you. Two of the statues are always of grim reapers; the other is of a person with their arms stretched out to the sky. Simply avoid the paths with the grim reaper statues to pass through the maze unscathed.



You eventually come to a room with two tall statues standing in the middle. Grab and slide both statues onto the background pressure plates.



After sliding both statues, step on the central pressure plate to open the north gate.



Head through the gate to reach a massive burial chamber. Approach the sarcophagus near the far statue and open it to discover a cipher box hidden inside!

Cipher IV: "The Templar's Demise"



This cipher starts you off with a choice of going up or to the right. Each path has its own unique challenges, so pick whichever one seems easiest to you.

Path A



Take the north path to reach a sword block. Slice the water bead in half and roll them onto the two little switches close by.



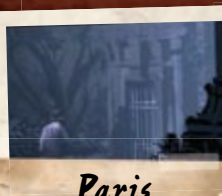
Go right and trigger two more little switches to open a narrow passage to the north. Roll the northern bead into the passage to hit another switch and open a passage for the southern bead.



Roll the southern bead into the right passage; beware the sand pile within. Blow the sand out of your way and follow the passage until the two beads converge in a new area.



Reform them into a full-size bead and hit the switch on the left to open a door on the right. Break a wall and slide a stone out of your way to reach the final solution switch!



Paris



Path B



Go right from the start to reach a different room with a sword block. Here you can choose to use the sword or not—however, splitting your water bead here makes for a very difficult journey toward the end and is not recommended.



Ignore the sword block and blow out the flame on the right to roll your full-size water bead onto a switch that opens a door to the north.



Blow away the sand piles in the passage that follows, activating a switch on the right to open the way forward.



Slide four little stones into a square pit so you can cross it safely and roll onto another switch.



TIP To save some time, you can just move one small block, from both sides, into the pit, and the large water bead can roll past unscathed.



Hit one last switch to the left, then blow away more sand on your way to the final switch. Cipher solved!

More Clues from Kingston



Indy finds another cryptic note from Kingston inside the cipher box, hinting that he should continue his search in Nepal. Here's hoping Maggie's got those tickets!



Indy meets Maggie at the train station, but he also spies Magnus Völler and his flunkies in the crowd! The train begins to depart and Indy decides to hop aboard, luring the bad guys onto the roof where their numbers won't count for much.



Pummel the soldiers that swarm you on the train's roof, disarming those with pistols first before unleashing fists and Indy Moves. Just keep fighting until the men stop coming, and move to the right side of the train, and Indy's escape is assured.



TIP Some soldiers may drop health packs. Try to save these for when you really need them!



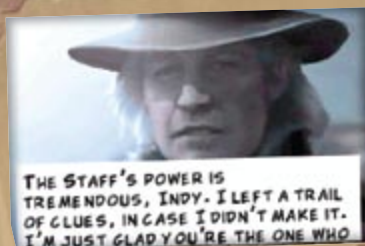
After things settle down, Indy finally decides to level with Maggie aboard the train. He tells her that their next stop is Nepal, where Indy plans to recover the fabled Staff of Kings before Völler does!

INDIANA JONES and the STAFF OF KINGS

CHAPTER 4: NEPAL

The last note from Kingston told Indy to continue his search in the frigid mountains of Nepal, hinting that the Staff could be found somewhere around there. Could Indy really be so close to finding the legendary Staff of Kings?

Reunion



Upon arriving at a small village hidden high up in the Himalayan mountains, Indy is surprised to find none other than Professor Charles Kingston himself waiting for him! The old man explains that once he found his way to Nepal, the Staff Guardians wouldn't let him leave for fear that their secret would be let out.

THAT'S MAGNUS. AND HIS ARMY.



With no time to lose, Indy explains that Magnus Völler is also on his way to claim the Staff. As if on cue, a massive double-hulled zeppelin airship appears on the horizon—it's Völler and his men!



Indy tells Maggie and Professor Kingston to get the townsfolk to safety while he searches the nearby temple. The Staff must not be allowed to fall into Völler's hands!

Temple of the Staff



Magnus's men got the jump on you and are already in the temple. Grab a torch on your way into the temple and use it to beat the stuffing out of the enemies in the room ahead.



Clear the room and then head through the open door on the right. Hurry

across the hall that follows—the floor collapses under Indy's weight!



Climb the ladder at the far end of the hall and square off against more enemies in the passage above.



Run to the end of the hall to reach a wooden balcony. Climb down a ladder to return to the ground floor.



Defeat the enemies in the lower area and then climb another ladder to reach the far balcony. Break the vase and collect the gold artifact you find for some fast Fortune and Glory points!



Nepal



Climb back down and tiptoe across a narrow beam to the south. Jump the gap that follows and then head through the north door to reach a ladder.



Climb the ladder and whip-swing across the next pit.



Cross a narrow beam in the next area to reach a ledge with a bell on the wall. Ring the bell with Indy's whip to lower a bridge behind you.



Tiptoe back across the narrow beam and cross the bridge you just lowered to reach a remote platform with two vases. Smash the vases like you would a crate to discover a shiny silver artifact!



Cross the narrow beam once more and proceed through the door on the left. Whip-swing across the gap in the hallway beyond and sprint across some crumbling floor tiles on your way through a large door.

Gong Room



Indy enters a room with a giant gold statue sitting near the far wall. There also are three gongs in the room: One to the east, one to the west, and one behind the statue to the north. To proceed, tap the west gong once to ring it, then race around the statue, ringing the north gong and then the east gong in quick succession.



After you ring the west, north, and east gongs, a blue jewel appears on the fountain near the gold statue. Remarkable! Run over and grab the jewel.



TIP If you're having trouble solving the gong puzzle, try again once the chimes have stopped, which resets the puzzle. Make sure you tap each gong only once, in this order: west, north, east.



A passage opens to the left after you grab the jewel. Hurry through to reach the next area!



INDIANA JONES and the STAFF OF KINGS

To the God Head



Whip-swing across the first gap in the hall, then approach the crumbling tiles ahead. Wait for a fire jet to flare up and die down before sprinting across the tiles.



Shatter the vase you see as you enter the next room to score a worthy bronze artifact!



More villains await you in the next room. Beat them senseless before things get out of hand.



After securing the area, approach the large statue head standing in the center of the room and tap it to insert the blue gem you just found earlier into its eye. This opens the left door; hurry through to begin your search for the next jewel you need.

The Second Jewel



Climb the ladder ahead and whip-swing across the higher passage's pit. Climb down the ladder that follows and run past the fire jet when it isn't shooting.



Sprint across the crumbling trail that follows and tiptoe across the narrow beam beyond to reach a ladder.



Climb the ladder and smash the vase above to score a valuable bronze artifact!



Tiptoe across the next narrow beam to reach a ledge with a cipher box. Collect the box to unlock a new puzzle in Cipher Mode! (See the "Ciphers" chapter that follows the walkthrough for more details.)



Whip-swing over the right chasm to reach a small decorative room. Shatter a vase on the right to discover another bronze artifact!





Nepal



Grab the golden llama statue and slide it away from the left wall so you can proceed.



Whip-swing across the pit in the hall that follows. When it's safe to do so, dash past a fire jet to reach a vase and narrow beam. Break the vase for a health pack before tiptoeing to the right.

TIP

Consider not using this health pack now, unless you really need it. It may be wise to save it for your return trip.



Avoid the fire jets that follow as you make your way to the far door leading to the next area.

House of Arrows



Indy enters a building filled with rapid-fire arrow shooters stuck to the walls. Grab the decorative suit of armor near the entry door and shove it into the arrows' path to block them so you can smash the corner vase for a bronze artifact.



CAUTION Be very careful not to leave Indy exposed to arrows while shoving the statue!



Carefully position the armor suit at the point where the arrows from the room's two shooters intersect. This cuts off both streams of arrows, allowing you to venture left and explore more of the building.



Hang on, there are more arrow shooters in the next room! Go back and carefully pull the armor suit over here, using it to block the arrows so you can smash two more vases and access a second suit of armor.



Continue maneuvering the armor suits to block the arrows so you can explore the rest of the building. Place the suits at areas where the arrows intersect to cut off multiple streams at once.



Smash the vase at the far end of the hall to collect a health pack. Indy could probably use this by now!

INDIANA JONES and the STAFF OF KINGS



Slip past the arrows to reach a peaceful indoor garden. Collect the green jewel you've been searching for from the large tree ahead, and break the nearby vases to discover a prized gold artifact!



Now that the arrows have stopped firing, make sure to smash the vase near the house's entrance and claim the gold artifact if you didn't before!

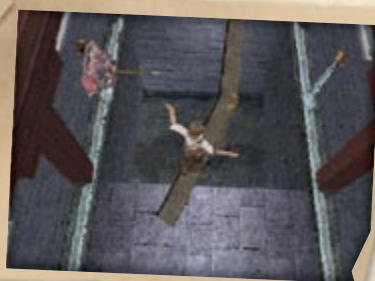


After claiming the jewel, backtrack through the house to find that the arrow shooters have all been deactivated. Continue backtracking all the way to the room with the god head statue, using Indy Moves to help you smash through the host of enemies who ambush you along the way.



Rough up the final gang of goons in the god head statue room, then insert the second jewel into the statue. The north door opens; head through to search for the final jewel!

The Third Jewel



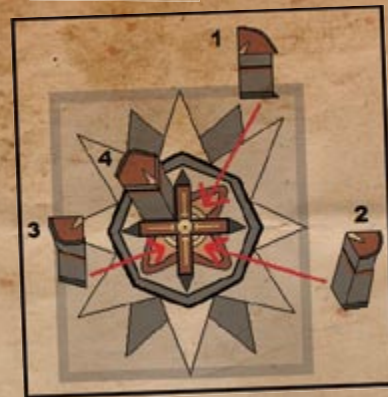
Tiptoe across a narrow beam and whip-swing past the pit that follows as you race down the corridor. Careful: There are arrow shooters in this hall!



The hall leads to a room full of fallen columns. Climb onto one of the columns' foundations and whip-swing across the debris.



Indy comes to a room with a giant compass pattern etched on the floor. Find and shove three similar-shaped pillar segments in this room, sliding them onto the central floor compass as shown in the following diagram. (Notice that the northwest pillar is already in the correct location.)



When all four pillar segments have been properly placed atop the floor compass, an ornate cabinet opens nearby, revealing a golden prayer wheel!



Collect the prayer wheel by tapping it and place it on the central compass you worked so hard to rebuild. Stand near the prayer wheel and blow into your DS microphone to make it spin, igniting a flame on the room's altar!



Nepal



Collect a red jewel from the flaming altar, then backtrack to the room with the god head statue. Insert this third and final jewel to make the statue slide away, dropping Indy into a secret underground cavern!

Secret Cavern



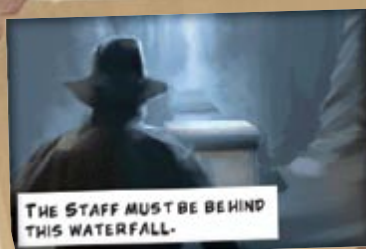
Indy lands in a peculiar chamber full of unique floor tiles with strange markings etched on them. Better tread lightly through here!



Some of the floor tiles vanish when Indy steps on them, others remain solid. Images of the safe tiles can be found at the far right and left sides of the room. If you do step on a tile that falls out from under you, never step on a tile with the same markings again.



The cold mountain air awaits you beyond the floor tiles. Exit the cavern and run across the snowy ledge that follows until you reach an ornate temple entrance.



Indy sees a waterfall at the back of the room and suspects the Staff might be hidden behind it. A cipher box sits on the podium before the waterfall—no mistaking what this unlocks!

Cipher V: "The Secret Waterfall"



Roll the bead downward from the start and break a wall between two flames. Blow out the first flame and pause before the second to blow it out, too. Quickly advance to a switch that lowers the door to the right.



Backtrack out and go right to reach a junction. Here you must either slide a stone into a pit and continue to the right along Path A, or break through the walls to the south and explore Path B. Each path has its own share of trials, so pick whichever path seems to offer you the least resistance.

Path A



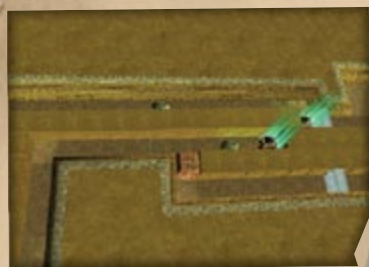
Slide the stone into the pit and continue rolling the bead to the right to find a sword block.



Slice the bead in half at the sword block and then slip the halves into the north passages.

INDIANA JONES

and the
STAFF OF KINGS



Slide a tiny block out of your way so your water beads can trigger two little switches to the right at the same time.



Slide the tiny block out of the way again so your beads can exit the narrow passages and reach the spot where Paths A and B converge.

Path B



Break the south walls and roll the bead into the lower road to reach two stones. Slide both stones into pits to clear the way forward, and blow away the sand pile between them as you roll the bead to the right.



Slice the water bead at the sword block you come to and blow away the sand pile so you can hit the two little switches to the right.



Reform past the switches and hit a full-size switch in the next area, then go north and blow away more sand on your way to the place where Paths A and B converge.

Solving the Cipher



Whichever path you took to get here, reform into a full-size water bead and hit the switch to open the north door.



Break the walls on the right so you can slide a stone out and seal off a dangerous pit.



Use a sword block to halve your bead again, then roll to the left to trigger a pair of little switches. (You must slide a stone out of your way to reach the lower switch.)



Reform the water bead and break the central path's walls so you can continue to the left. Blow out a flame and hit a switch to drop the next door ahead.





Nepal



Slide the stones out of your way as you carefully navigate the bead through the pit-filled segment that follows.



Slice the water bead at a sword block and trigger two little switches to the south to open the final door. Backtrack out and scatter the final pile of sand on your way to the final solution switch!

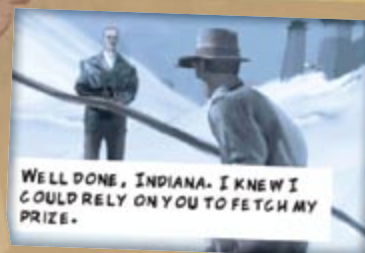
The Staff of Kings



The waterfall parts after you solve the cipher, revealing the sacred Staff. Run down the walkway and grab the holy scepter.



The whole place begins to rumble and quake after Indy takes the Staff. Time to get going! Quickly tap the overhead rock formations in front of you to start swinging back across the ruined walkway before its few remaining segments collapse.



Unfortunately, Magnus has let Indy do all the hard work and is waiting to ambush him just outside. The villain demands the Staff from Indy, who has no choice but to hand it over.



Thrilled at his imminent victory, Völler flees to his mighty zeppelin, the Odin, with the Staff, taking Maggie and Professor Kingston as his hostages. Indy acts fast and knocks out his guard, then sets about finding a way onto the Odin.



INDIANA JONES

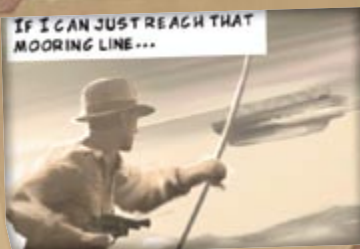


INDIANA JONES and the STAFF OF KINGS

CHAPTER 5: ODIN

That wicked Völler—just as Indy recovered the Staff of Kings from the temple, he arrived and stole the Staff! Now he's fled to a double-hulled zeppelin airship, with Maggie and Kingston as his hostages. The madman must be stopped!

Zeppelin—Exterior



Indy manages to hitch a ride on the double-hulled zeppelin, the Odin, by grabbing onto its mooring line. Unfortunately, he loses his gun in the process!



At last reaching the top of the zeppelin, Indy finds armed thugs waiting for him. Looks like he'll have to do this the hard way!



Run to the right across the zeppelin's roof, heading for the far hatch. Beat up every soldier that gets in your way.



TIP Grab health packs dropped by the soldiers to keep Indy in the fight!



Just keep running right and pounding soldiers until you reach the hatch. Crawl inside to begin infiltrating Völler's airship.

Zeppelin—Rafters



Smash the large red crate you see inside the zeppelin to score a wrench. This'll come in handy...



Put the wrench to good use against the mob of soldiers rushing in from the right.



Run left after dispatching the soldiers and smash a couple more crates to find a health pack.



Backtrack and go right to find a tall file cabinet. Grab and pull the file cabinet away from the railing so you can tiptoe across the narrow rafter that follows.



Odin



The narrow rafter leads to a platform with a ladder. Climb down to proceed.

Zeppelin— Security Checkpoint



The ladder leads to an open area full of walkways and platforms. Go right, onto the raised walkway, to discover a red valve.



Turn the valve to shut off a steam jet elsewhere in the control room, removing a future obstacle from your path.



Backtrack out, going south, west, and then north, then jump across a gap in the walkway to reach a platform with several tough enemies. Make good use of Indy Moves to help simplify this fight.



CAUTION Enemy officers in gray uniforms are durable opponents. Hit them with Indy Moves to take them out fast!



After beating up the soldiers, smash a crate to score a health pack. Then activate the nearby control panel to lower a bridge to the left.



Sprint across the bridge and smash another crate to collect a wrench. Put this weapon to good use against the soldiers that charge in from the south.



TIP Smash the next crate you see for a pipe that helps you take on more enemies!



Go left at the intersection and follow the walkway to another control panel. Toss any weapon you might be carrying, and then activate the panel to raise one bridge and lower another.



Backtrack out and head north at the intersection. Smash another crate to find a pipe and put it to good use against the inbound enemies.



Kick open the crate at the walkway's end to claim a health pack, then collect the document on the nearby desk. It contains some sort of security code.



Loop all the way back around to the last control panel you visited. Hit the panel again to shift the positions of the two bridges once more.

INDIANA JONES and the STAFF OF KINGES



Backtrack a bit and turn left at the intersection to reach a red security door. You've already found the codes, so the door opens for you!



Smash a couple crates beyond the security door to discover a glimmering gold artifact. Magnus won't be needing this anymore!



Run north and don't miss the cipher box that sits on the ground. Grab it to unlock a new bonus cipher for use in Cipher Mode! (See the "Ciphers" chapter that follows this walkthrough for details.)



All right, you're outta here. Climb down the nearby ladder to reach the next section of the zeppelin.

Zeppelin—Cargo Area



The ladder leads down to a corridor. Sprint onward and kick open a couple crates to score a bronze artifact!



Sprint through the door ahead and grab a pipe that's lying on the ground. Put the pipe to work against the enemy soldiers that rush in from the north.



Run past a door that can't be opened and turn left. Find a control panel near the far wall and use it to open the door you just passed.



Alternatively, you can climb on the back of the truck and tap the machine gun. It will fire a succession of shots at the Germans across the room. Timing this correctly will take out those bad guys so you won't need to deal with them when you enter that area a little later!



Backtrack and sprint through the door. Use weapons and Indy Moves to dispatch the soldiers you encounter in the corridor beyond.



Another door on the right can't be opened, so continue north and pass through a different door to reach a control room.



Great, more guards! Beat the stuffing out of them so you can proceed.



Remember, the guards outside the control room will not be here if the machine gun was previously used to get rid of the three waves of soldiers here.



Beware the red barrels in the control room! Striking them makes them go boom, so keep your distance.



Pound out the final officer, then use the control panel the men had been guarding to open the door you passed by earlier.



Better get a move on! Backtrack out of the control room and proceed through the door you just opened.

Zeppelin—Hangar



Indy has reached the zeppelin's airplane hangar. This place is huge! Head north and crack open a crate to claim a pipe.



Backtrack and go south, putting your newfound weapon to good use against the soldiers along the walkway.



Locate and activate a standing control panel on the right. This opens the bay doors below the planes, dropping two soldiers into the clouds!



Continue along the walkway and smash the next crate you see to discover a bronze artifact. Magnus had quite a collection going...



Approach the opening in the floor you've just created. Then tap the overhead pipe to make Indy whip-swing across.



Knock out more guards after swinging across, then scamper up the south steps to smash a crate for a health pack.



A funnier meathod of disposing of these guards is to try to get them to chase you as you swing back across the hanger gap, causing them to fall into it!



Head north to reach a small break room. Use the ample weaponry to take out any remaining guards.



When the room is secure, climb into the dumbwaiter on the far wall to ride up to the main kitchen.

INDIANA JONES and the STAFF OF KINGS

Zeppelin—Kitchen



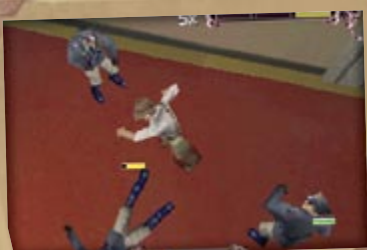
Several enemy officers await Indy in the ship's kitchen. Smack them with the assorted cooking instruments to stir up trouble, and finish them off with devastating Indy Moves.



Fight your way to the mess hall, heading north as you exit the kitchen to discover a health pack sitting on the ground.



Pass through the mess hall to reach a carpeted hall. Turn right as you enter the hall and crack open a couple crates to discover a sparkling silver artifact!



Backtrack out and venture to the hall's left end, laying out another tough group of enemy officers.



TIP There's a broom leaning against a nearby wall that is difficult to see, and can be used as a weapon by Indy.



Indy reaches the officers' private dining area. Nab the document on the lower-left table to acquire an important security code.



Return to the carpeted hall and head north to reach a large security door. Tap the door to open it using the code you just found.

Boss Fight: Magnus Völler



Indy storms into a room filled with Völler's most prized collections. Among them are Maggie and Professor Kingston!



Magnus arrives before Indy can help his friends and challenges Indy to a fight to the death. Time to put an end to this madman's antics!



Völler first sends a gang of hired muscle to soften up Indy. Beat them up, blocking as needed to ensure Indy suffers as little damage as possible. Be sure to use all the items in the environment to take these guys out, building up your Indy Meter for the fight against Magnus. The globe is especially fun to use!



TIP The last henchman you defeat drops a health pack. Try to save it until Indy is near death.



After seeing his best men knocked senseless, Völler is forced to confront Indy himself. Immediately run to the bar and grab a weapon (bottle, chair, etc.) to use against Völler as he rides down to meet you.



TIP Stick close to the bar so you'll always be close to improvised weapons.



Odin



When Magnus appears, bash him with your weapon to knock him silly. Then throw a flurry of punches to build up your Indy Meter!



Hurry and unleash a powerful Indy Move to damage Völler before he regains his senses. Immediately run to the bar and collect another weapon before the villain gets back on his feet.

CAUTION

Magnus's punches are super painful, so block as needed to avoid suffering his powerful blows.



Keep stunning Magnus with weapons and roughing him up to fill your Indy Meter so you can deliver punishing Indy Moves. Each one takes a chunk out of Völler's health bar—keep your rhythm going until the villain is defeated!

**TIP**

When Magnus is on the ground in pain, but not totally defeated, take the opportunity to dash over and collect another weapon. These weapons are located throughout the bridge area.

Might of Moses



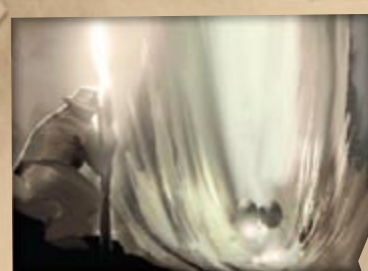
After being beaten fair and square, Völler decides to cheat and draws a pistol! He shoots at Indy, but Professor Kingston heroically dives in front of the bullet.



Horried at the loss of his good friend, Indy snatches the Staff and dives out a window, urging Maggie to follow him.



Rather than smashing against the ocean below, Indy uses the Staff's power to part the waters!



Völler and his cohorts are quick to give chase, but they're far too late. Indy uses the Staff again to collapse the water walls and destroy them!



Relieved that the whole ordeal is finally behind him, Indy is surprised when the Staff of Kings suddenly wriggles to life in Indy's hands, transforming into a snake that quickly slithers away! Ah well, that old Staff can clearly take care of itself.



Congratulations, you've beaten the game! Check the next chapter for details on Cipher Mode.

INDIANA JONES and the STAFF OF KINGS

CIPHERS

Ciphers are special puzzles you unlock as you play through *Indiana Jones and the Staff of Kings* on your Nintendo DS. (Ciphers are small puzzle boxes that can be tilted to different sides depending on where and how long you hold your stylus to the screen.) Select Cipher Mode from the main menu and challenge yourself to solve the ciphers you've discovered during Indy's adventure! Cipher Mode also can be played between two friends via wireless connection if both players have their own Nintendo DS and a copy of *Indiana Jones and the Staff of Kings*—see your instruction manual to learn how to set up a wireless Cipher Mode session!

How to Play

To solve a cipher puzzle, you must lead a small water bead through a maze of obstacles. Reach the end before time in the hour glass runs out to solve the cipher!



Skim the following walkthrough for the "Cipher I: Tutorial" puzzle to learn exactly how to interact with the various objects and obstacles you encounter while playing ciphers. Check the other cipher walkthroughs to learn how to beat every one!

Cipher Index

You can unlock nine unique ciphers for use in Cipher Mode. Some of these unlock as you play through the game; others are bonus ciphers that you must discover and collect as you explore certain levels. All bonus ciphers are revealed in the walkthrough, but for convenience's sake, the following table tells you where to find them, too.

Cipher Index

Name	How to Unlock	Got it?
Cipher I: "Tutorial"	Beat the cipher during Chapter 1: San Francisco	
Cipher II: "The Jade Treasure"	Beat the cipher at the end of Chapter 1: San Francisco	
Cipher III: "The Mayans' Gift"	Beat the cipher at the end of Chapter 2: Panama	
Cipher IV: "The Templar's Demise"	Beat the cipher at the end of Chapter 3: Paris	
Cipher V: "The Secret Waterfall"	Beat the cipher at the end of Chapter 4: Nepal	
Cipher VI: "The Page's Cipher"	In Paris, at the secret enemy bunker, search behind the wall switch that opens the door marked "6" to discover the bonus cipher	
Cipher VII: "The Esquire's Cipher"	In Nepal, during the search for the second blue jewel, find the bonus cipher sitting on a ledge after tiptoeing across a narrow beam	
Cipher VIII: "The Knight's Cipher"	In the Odin, at the security checkpoint area, find the bonus cipher sitting on the ground just past the security door	
Cipher IX: "The Grand Master's Cipher"	Beat the game!	

Cipher Walkthroughs

Cipher I: "Tutorial"



First, move the water bead onto the glowing switch to open the blue door. Then lead your water bead through.



Hold **L** or **R** and double-tap the walls that block your path ahead to shatter them so you can continue.



Hold **L** or **R** again and use the stylus to slide the red stone out of your path so you can reach the nearby switch.

Ciphers



Move onto the switch to open the blue door on the right.



Beware the piles of sand ahead: Your water bead will dry up if you touch them, forcing you to start over! Approach the sand piles with care, then blow into your DS microphone to scatter them! This clears the way forward.



Careful: A fireball burns in the next area, and it'll vaporize your water bead if you touch it! Fireballs are just like sand piles, only more dangerous because they re-ignite after a few seconds. Get close and then blow into your DS microphone to temporarily extinguish the flame.



Quickly roll past the fireball after blowing it out. Activate the switch beyond to open an upcoming door.



Blow out the flame again and roll past, then smash apart the walls that follow.



Beware the plunger in the next stretch—it'll splatter your water bead if it slams the bead! Get close and send your bead through when the plunger retracts.



Roll your bead up to the sword in the wall ahead. Hold **L** or **R** and slide the stylus in the direction that the sword is pointing to make it stab out and slice your water bead into two smaller halves!



Maneuver your twin water beads onto the two small switches to the right. If your water beads happen to rejoin, use the sword to split them again.



Roll your twin water beads into one another to reform your full-size bead, then roll onto the purple switch ahead to solve the cipher. Well done!

Cipher II: "The Jade Treasure"



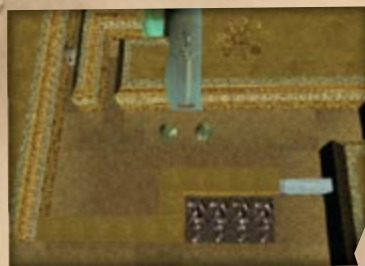
When you're ready to begin, slide your water bead onto one of the two switches to open one of the two right doors. The passages are mostly identical.

INDIANA JONES

and the
STAFF OF KING



Slide a thin stone out of your way in the next passage and smash through the wall beyond.



Roll to a sword block and use the sword to slice your bead in half.



Enter the narrow passages to the north, break the walls inside, and trigger both little switches to open the way forward.



Keep the bead split in half and roll it into the two narrow passages on the right. Trigger a couple little switches to a door beyond a stone to the left.



If the bead reforms into a full-size bead before hitting the switches, roll it onto the north switch to open a passage leading to another sword. Use the sword to split the bead, then try again for those little switches.



With the left door gone, reform your bead halves, returning the bead to normal size. Slide the left stone out of the way so you can roll the bead onto the switch beyond and open another door.



Move the next stone out of the way before rolling left past the plunger.



Careful when passing the next plunger: A sand pile lies ahead! Stop near the sand and blow it away before continuing.



Maneuver down the path, blowing sand piles out of the way and breaking apart walls. Be sure to blow away the sand near the switch at the trail's right end before rolling the bead onto it!



Backtrack a bit, then head north and carefully navigate past the trio of plungers. It's tough rolling straight through, so pause in the narrow spaces between the plungers, and just pass them one at a time.



Hit the switch beyond the plungers to open a door, then slide the next stone out of your way. Break a few walls and roll the bead onto the purple switch to solve the cipher!

Ciphers

Cipher III: "The Mayans' Gift"



To begin, roll the water bead past the first plunger, being careful not to fall into the pit beyond.



Slide a stone block into a pit so you can safely cross, then trigger the switch beyond to open a door back near the start. Backtrack to the door and head through.



Blow out the flame in the next passage, then trigger the switch beyond to open a door to the south leading to a sword block. Extinguish the flame again on your way back out.

You now have a choice of two paths: You can slice the water bead at the sword block and activate some little switches, or you can keep it whole and trigger a larger switch to the south. Your decision dictates the path you take toward the solution switch. Each path has its share of obstacles, so pick whichever seems easiest to you.

Path A



Ignore the sword block and roll straight down to the full-size switch to open a door to the left. Head through, using caution while passing the flame beyond.



Activate another switch past the flame to remove a door back near the first switch. Be careful of the flame as you backtrack out.



Slide a stone into a north pit and then hit another switch to open a nearby door. Maneuver past a flame and pit on your way to a sword block. This is where Paths A and B converge.

Path B



Rather than bypassing the first sword block and hitting the full-size switch beyond, slice the water bead in half and slip your twin beads past the tiny flame in the narrow passage on the right. Don't worry if your beads converge inside the passage; they'll remain tiny until you squeeze back out.



Slide a couple small stones out of your way, and hit the switch at the end of the tiny passage to open a door to the south. Be careful of the flame when exiting the narrow passage afterward.



Reform your bead to full size and trigger the switch on the right, then slide a stone into a pit to create a way forward. Maneuver past the flame and pit on your way to another sword block, which is the point where Paths A and B converge.

INDIANA JONES and the STAFF OF KINGS

Solving the Cipher



Slice the bead in half at the second sword block, and maneuver one bead onto the little switch in the narrow passage to the south.



Go north next and hit the little switch beyond the flame to access another one on the right. Roll one bead onto this third little switch and leave it there.



Work the other bead back south to hit a fourth little switch in the lower-right corner. Hit both the third and fourth switches with both beads at the same time to open a door on the left.



Reform your water bead and roll it onto the left switch to reach the final stretch. Hit the switch to the south to open the door near the final switch, then carefully slip past the flame on your way to solving the cipher.

Cipher IV: "The Templar's Demise"



This cipher starts you off with a choice of going up or to the right. Each path has its own unique challenges, so pick whichever one seems easiest to you.

Path A



Take the north path to reach a sword block. Slice the water bead in half and roll them onto the two little switches close by.



Go right and trigger two more little switches to open a narrow passage to the north. Roll the northern bead into the passage to hit another switch and open a passage for the southern bead.



Roll the southern bead into the right passage; beware the sand pile within. Blow the sand out of your way and follow the passage until the two beads converge in a new area.



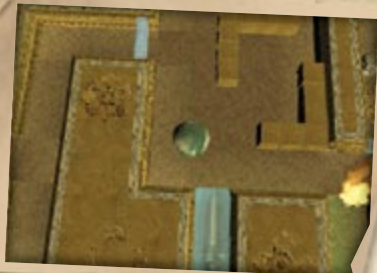
Reform them into a full-size bead and hit the switch on the left to open a door on the right. Break a wall and slide a stone out of your way to reach the final solution switch!



INDIANA JONES

Ciphers

Path B



Go right from the start to reach a different room with a sword block. Here you can choose to use the sword or not—however, splitting your water bead here makes for a very difficult journey toward the end and is not recommended.



Ignore the sword block and blow out the flame on the right to roll your full-size water bead onto a switch that opens a door to the north.



Blow away the sand piles in the passage that follows, activating a switch on the right to open the way forward.



Slide four little stones into a square pit so you can cross it safely and roll onto another switch.



Hit one last switch to the left, then blow away more sand on your way to the final switch. Cipher solved!

Cipher V: "The Secret Waterfall"



Roll the bead downward from the start and break a wall between two flames. Blow out the first flame and pause before the second to blow it out, too. Quickly advance to a switch that lowers the door to the right.



Backtrack out and go right to reach a junction. Here you must either slide a stone into a pit and continue to the right along Path A, or break through the walls to the south and explore Path B. Each path has its own share of trials, so pick whichever path seems to offer you the least resistance.

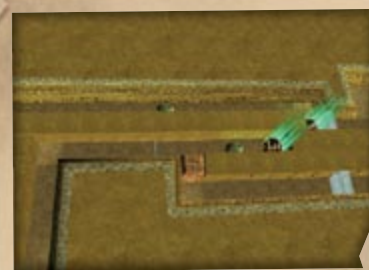
Path A



Slide the stone into the pit and continue rolling the bead to the right to find a sword block.



Slice the bead in half at the sword block and then slip the halves into the north passages.



Slide a tiny block out of the way so your water beads can trigger two little switches to the right at the same time.



Slide the tiny block out of the way again so your beads can exit the narrow passages and reach the spot where Paths A and B converge.

INDIANA JONES and the STAFF OF KINGS

Path B



Break the south walls and roll the bead into the lower road to reach two stones. Slide both stones into pits to clear the way forward, and blow away the sand pile between them as you roll the bead to the right.



Slice the water bead at the sword block you come to, and blow away the sand pile so you can hit the two little switches to the right.



Reform the bead past the switches and hit a full-size switch in the next area, then go north and blow away more sand on your way to the place where Paths A and B converge.

Solving the Cipher



Whichever path you took to get here, reform into a full-size water bead and hit the switch to open the north door.



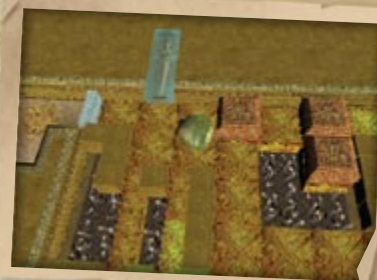
Break the walls on the right so you can slide a stone out and seal off a dangerous pit.



Use a sword block to halve your bead again, then roll to the left to trigger a pair of little switches. (You must slide a stone out of your way to reach the lower switch.)



Reform the water bead and break the central path's walls so you can continue to the left. Blow out a flame and hit a switch to drop the next door ahead.



Slide the stones out of your way as you carefully navigate the bead through the pit-filled segment that follows.



Slice the water bead at a sword block and trigger two little switches to the south to open the final door. Backtrack out and scatter the final pile of sand on your way to the final solution switch!

Cipher VI: "The Page's Cipher"



Roll your bead left from the start and blow out two flames to reach a switch that opens a door to the north. Careful: the flames come back fast!

Ciphers



Pass the flames again and roll for the north switch, which opens a door back near the start. Beware the two sand piles near the switch—they're tough to spot!



Blow out the flames again as you send your bead back toward the start. Roll onto the switch near the starting point to open a door to the north.



Blow out another flame to the north, then rush your bead past and break the north walls to reach a switch. Trigger the switch to open a door to the left.



Roll left and slide a stone out from the left wall. Carefully blow out the flames in the short passage beyond, which leads to a switch.



Wait for the flames to reappear, then blow them out again and exit the passage. Send your bead north to reach a maze of sliding blocks and pits. Slide the first block you see upward and to the right, so that your bead can safely roll northward.



Trigger a switch to the north to open a door to the southeast. Notice the collection of stones to the right as you head for the switch.



Roll your bead back southward and slide the collection of stones you noticed earlier to the south, too. Drop these stones in the southern pit one at a time, filling the pit in so your bead can cross it safely. (You need four stones to fill the pit.)



Break some walls to the north and slide more stones out of your way, moving each one to the right so you can roll your bead onto the final solution switch.

Cipher VII: "The Esquire's Cipher"



This cipher starts you out with a split water bead. Break the walls to the right so you can roll your twin beads past the central pit with less hassle.



After clearing the pit, reform your water bead and roll it right up to the twin plungers to the north. Blow out the flame beyond the plungers, then rush the bead past when you see both plungers retract at the same time.

INDIANA JONES

and the
STAFF OF KING



Hit the switch beyond the plungers, then wait for the flame to reignite. Blow it out and then quickly roll the bead back through the plungers when they're both retracting.



Go right and break a couple walls in the next area. Then slide a stone southward so you can continue moving the bead to the right.



Slide the same stone to the right and use it to fill the next gap in the trail, then roll the bead onto the north switch. This opens a door to the south; roll the bead back down and head through.



Slide another stone into the next pit so you can roll the bead up to another north switch. This one opens the final pair of doors leading to the solution switch.



Roll the bead to the right and blow out some flames. Slip the bead past the south plunger when it's safe to do so and notice a stone at the end of the trail. Slide the stone to the north end of the pit surrounding the solution switch.



Maneuver the bead past the plunger and flames again, and go right to reach the stone you just moved. Use the stone to help your bead reach the finish!

Cipher VIII: "The Knight's Cipher"



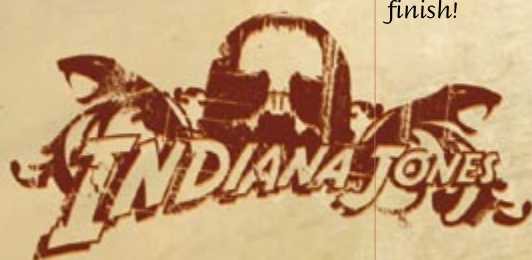
Your water bead is split at the start of this cipher. Before moving the beads, slide the two stones that are within your view from the very start into the left pit and up to the tiny north switch.



With the stones in place, roll the beads south and slide a third stone to the right so that your south bead can reach its little switch. Place the south bead on its switch first before rolling the north bead past a plunger and onto its switch. When both switches are activated at the same time, some doors to the right open.



Move the north bead back past the plunger and over to the far right to reach another little switch. Maneuver the south bead to the right to hit a matching switch. This opens the next pair of doors to the right.



Ciphers



Next, slide a north stone southward twice to fill the pit in front of your north bead. Break some walls to the south and slide a half-stone out from a narrow passage so the south bead can proceed, too.



Carefully roll the north bead onto its switch, then seal it near the switch by sliding a half-stone to block it. Now you can easily position the south bead onto its switch to open the doors to the right.



Free the north bead by sliding the half-stone to the left—it'll have just enough room to squeeze out from the switch nook. Reform your two beads when the trails at last converge, and trigger the nearby full-size switch.



Beware: Flames flare up to the south after you hit the full-size switch! Carefully blow them out as you roll to the south and into a side passage on the right.



There's the solution switch! Ignore the south plunger and roll the bead north to reach some stones near a pit. Slide two stones into the pit so your bead can safely cross and solve the cipher.

Cipher IX: "The Grand Master's Cipher"



This final cipher is most challenging. Begin by sliding a couple stones into the pit to the right so you can maneuver the bead onto the central "isle."



Slide one of the stones around to the north afterward so you can roll the bead onto the switch ahead. This opens a door back near the start.



Guide the bead back across the stones and blow out a flame to the north. Carefully blow away the sand pile beyond the flame, and halve your water bead at the nearby sword block.



Blow out the flame again, and roll your twin beads southward. Slide the leading bead into the left passage and roll it onto a little switch.

INDIANA JONES and the STAFF OF KINGS



Slide a tiny stone to trap your bead near the switch, and then roll the other bead to trigger the switch even farther to the south. A door to the left opens when both switches are triggered at the same time, exposing a full-size switch.



Slide the tiny stone out of your way and roll the beads out of the narrow passages. Reform your water bead, then make a choice between taking two paths toward the finish. Both paths lead to the same destination, so pick whichever seems easiest to you.

Path A



Ignore the upper-left switch beyond the flame and trigger the lower-left switch instead. Careful: A pile of sand lies just ahead!



Blow away the sand and continue south to reach a collection of stones. Slide the stones in a clockwise pattern, starting with the lower-right stone, clearing a path for the water bead to reach the south switch.



Slide the blocks some more, clearing a path so you can roll the bead to the left. Beware the next sand pile in the passage ahead!



Send the water bead southward to reach a sword block. This also happens to be the spot where Paths A and B converge.

Path B



Ignore the lower switch and blow out the flame to the north after reforming your water bead. Roll past the flame and onto the upper switch.



Break some walls in the passage beyond the upper switch and carefully blow away a sand pile at the corner. Hurry past the plunger that follows while it retracts.



Break several walls in the area that follows and slide a group of stones around so the bead can reach a switch that opens a door to the south.

Ciphers



Move the remaining stones out of the southern passage. Go south and then left to reach a room with a sword block. This is the spot where Paths A and B converge.

Solving the Cipher



Halve your water bead at the sword block, and carefully roll one of them into the narrow passage on the right. Blow out the tiny flame without getting too close and maneuver the bead into the nook to the left of this passage's switch.



With one bead secure near the right switch, roll the other bead into the left narrow passage. Blow out two more tiny flames as you send this bead toward its switch.



A north door opens when both little switches are triggered at the same time. Avoid the flames as you exit the narrow passages, and roll the twin beads north without reforming them.



TIP Use the sword block to cut your water bead if it reforms by accident.



Slide a stone to create a bridge across the pit to the left. Trap one bead in the south hall so you can roll the other across the pit and over to the little switches beyond.



Roll your leading bead onto the south little switch, then maneuver the other bead across the pit and up to the matching switch. Trigger both switches as once to open the final door.



Carefully reform the water bead and roll it left, onto the final solution switch. Well done!

INDIANA JONES



INDIANA JONES

and the

STAFF OF KINGS™

PRIMA Official Game Guide

Written by Stephen Stratton

Prima Games

An Imprint of Random House, Inc.
3000 Lava Ridge Court, Suite 100
Roseville, CA 95661
www.primagames.com



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States. Prima Games is an imprint of Random House, Inc.

LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. © 2009 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. ® or ™ as indicated. All rights reserved.

Wii, Wii Remote, Nunchuk and Nintendo DS are trademarks of Nintendo.

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission of LucasArts, a division of Lucasfilm Entertainment Company Ltd..

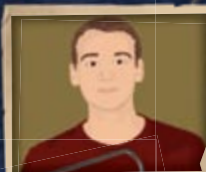
Senior Product Marketing Manager: Donato Tica
Associate Product Manager: Sean Scheuble
Copyeditor: Cinamon Vann
Design & Layout: Marc W. Riegel
Manufacturing: Stephanie Sanchez

All other trademarks are the property of their respective owners.

Please be advised that the ESRB Ratings icons, "EC," "E," "E10+," "T," "M," "AO," and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the Ratings icons, please contact the ESA at esrblicenseinfo.com.

Important: Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide any additional information or support regarding gameplay, hints and strategies, or problems with hardware or software. Such questions should be directed to the support numbers provided by the game and/or device manufacturers as set forth in their documentation. Some game tricks require precise timing and may require repeated attempts before the

ISBN: 978-0-7615-6218-4



Stephen Stratton

Stephen Stratton has authored over 40 guides in his seven years with Prima. His personal favorites include *Resident Evil 4: Wii Edition*, *Mercenaries: Playground of Destruction*, *Mass Effect*, and pretty much every guide he's written that has either "Mario" or "Zelda" in its title.

Steve is a lifelong video gamer who attended the Rochester Institute of Technology in Rochester, NY. In addition to his Prima Games guides, he also held a staff position with Computec Media and managed the strategy section of their incite.com video game website.

We want to hear from you!

E-mail comments and feedback to sstratton@primagames.com.

Acknowledgments

Prima would like to give many thanks to:

Hez Chorba
Johnny Szary
Katy Walden
Jonathan Layton
Charissa Li
Anne Marie Hawkins
Greg Quinones